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Adventure

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CHAOS SPAWN

A Chaos War Adventure



DOUGLAS NILES

Includes conversions
for the
SAGA
GAME RULES



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A Chaos War Adventure

BY DOUGLAS NILES

Compatible with the SAGA® game rules

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INTRODUCTION

The *Chaos Spawn* adventure takes place in the world of Krynn, the campaign setting for a long and continuing series of *DRAGONLANCE®* tales. It allows players and Dungeon Masters to roleplay the climactic events that formed the end of Krynn's Fourth Age. Dungeon Masters can run this as a stand-alone adventure or as the second (and final) entry in the epic Chaos War adventure series.

This game product ties in to the book line of the same name. In addition, the *DRAGONLANCE* novel *Dragons of Summer Flame* by Margaret Weis and Tracy Hickman provides important information on the world-shaking events spanning the period of the Chaos War adventures. While none of these sources are necessary for playing this product, Dungeon Masters will likely find a great deal of useful background information in them, including details that can help flesh out the world and add to player character (or hero) backgrounds and motivations. For adventurers who seek something more than mere monster bashing, Krynn offers a rich tapestry of stories, challenges, dangers, and triumphs.

The materials necessary to run this adventure include either the *Player's Handbook* and *DUNGEON MASTER® Guide* or the *DRAGONLANCE: FIFTH AGE® Dramatic Adventure Game* or the *Fate Deck* product. The first two books assist the AD&D® game Dungeon Master, while the latter two products assist the SAGA® game Narrator.

Designed for about six characters of levels 7–10, *Chaos Spawn* includes a full array of pre-generated characters. Existing heroes who inhabit Krynn (and specifically northern Ansalon) during the Summer of Chaos (383AC) can easily play this adventure. As a rule, the number of total character levels (or quest totals, for SAGA players) among the heroes should be around 50–55.

The heroes can come from all walks of life. The previous adventure, *Seeds of Chaos*, included people from both sides of a mortal struggle. Some came from the Dark Knights of Lord Ariakan (8♥*), the invaders who had nearly conquered the continent of Ansalon in a swift campaign. Others were drawn from the Knights of Solamnia, who were brave souls who had stood against the invasion. Those heroes are included here and have been updated to reflect the experience point modifications of the previous adventure where appropriate.

When the forces of Chaos appeared, all racial and cultural differences got swept aside in the fight for the very survival of the world. Monsters of nightmarish aspect and creatures that sucked the very essence of life from their victims emerged from the

darkness in irresistible waves. Dragons of pure fire and warriors of horrid strength and cruelty struck across Krynn. Whole mountain ranges crackled into fire, and no land was spared the onslaught of Chaos.

Players and Dungeon Masters alike are encouraged to roleplay heroes who are well-rounded people, possessing backgrounds, motivations, and desires that have been influenced by a detailed past. This can mean creating a brief character history that includes, perhaps, a few good friends and allies as well as a mortal enemy. The more details that the players take the time to create, the richer their heroes and the developing story lines of the game become, with events that can do nothing less than create the future of the world.

And now begin the days that will shape that future.

*Notations that include a symbol such as this heart indicate which card this character appears on in the Fate Deck in the Dragonlance: Fifth Age Game.

About SAGA Game Rules

The *Chaos Spawn* adventure can be played with the rules of the ADVANCED DUNGEONS & DRAGONS® game. However, Narrators (who are referred to as Dungeon Masters throughout this adventure) can easily adapt it for play with the SAGA game rules. The pregenerated heroes include SAGA game descriptions as well as their AD&D statistics; likewise, creatures and characters encountered have game attributes for both the SAGA and AD&D games.

Naturally, the story proceeds the same way with either set of game rules. In places, bracketed notation formatted *{like this}* or specific sections provide rules for resolving game situations with action difficulty ratings and other procedures for the SAGA game rules. Additionally, SAGA descriptions are preceded by a ♡ instead of a ♦ symbol.

The SAGA game system presents a unique alternative to the dice-based roleplaying of the AD&D game and most other systems. Using the 82 cards of the Fate Deck, players in the SAGA game exert a greater level of control over events, since the cards allow player choice (whereas the capricious dice leave things utterly to chance).

Therefore, the primary difference in this adventure is that random circumstances resolved with dice in the AD&D rules are determined with card draws in the SAGA rules.

BACKGROUND STORY

The world of Krynn is reeling. First, an invading army of disciplined Knights, stern soldiers loyal to the Queen of Darkness, Takhisis, swept through the world in a nearly irresistible wave of conquest. Then, a new threat arose, as storms of Chaos broke upon the world and threatened to reduce all Krynn into a nightmarish doom.

Virtually every citizen of the world has been affected by this strife in one manner or another. Typically, the heroes are among those who have fought on the front lines of these wars.

As common topics of news throughout the area of the adventure, the following developments are known to all. Here, and throughout the adventure, the Dungeon Master can read or paraphrase the passage within the box to the players:

Two months ago, the world of Krynn sweltered under a summer of unprecedented heat. Crops withered and died, rivers turned to muddy trickles, and countless lakes and ponds disappeared. A haze lay constantly across the sky, though it did nothing to diffuse the intense heat of the blistering, reddish sun. It seemed that time stood still—as if the world held its breath in dread anticipation of unknown events. People huddled in their houses, farmers abandoned their parched, blistered fields, and soothsayers and prophets spoke loudly of impending doom.

Into this searing environment came the forces of Lord Ariakan. His Dark Knights attacked the continent of Ansalon with ruthless force. In a matter of weeks, the entire northern part of the continent had fallen. Ariakan's spearheads included many Knights borne by blue dragons, as well as companies of cavalry and legions of sturdy, blue-skinned fighters called brutes. They went on to attack the elven realm of Qualinesti, the great islands laying to the west, Neraka, and most of Ansalon's heartland. Utterly devoted to the Queen of Darkness, these ruthless warriors are well trained and include powerful priest and wizard ranks, huge regiments of draconians, and many blue dragon mounts.

In a swift attack during which Ariakan's tactics were proved for all Krynn to see, the Knights of Takhisis struck the High Clerist's Tower, a fortress that had stood fast against every prospective conquest for more than a dozen centuries. Defended by the Knights of Solamnia, the bastion was a proud symbol of everything standing against the forces of the

Dark Queen. But Ariakan's army captured the place in a single day of brutal battle, and his victory was assured when the dragons of gold and silver who had been aiding the defenders inexplicably withdrew from the fight.

The virtually defenseless city of Palanthas was occupied a few days later, completing Ariakan's conquest of the Solamnian lands. Divisions of his army spread across the world. But even as campaigns raged in many parts of the world, the foundations of life were shaken to their core. The storms of Chaos broke across Krynn, and people on both sides of the war suddenly found themselves confronting an enemy that seemed impossibly strong. Dragons of pure fire swept through the skies, and deadly creatures of shadow drained life and memory from the living, while powerful beasts known as daemon warriors stalked across Krynn, killing with gleeful enthusiasm.

The peoples of the world fought—and in many cases died—valiantly. But the gods did not respond to their prayers, and everywhere, it seemed, the forces of Chaos swept on, unchecked and apparently unstoppable.

The background to these disturbing phenomena may or may not be known to the players. Though the heroes need to learn more throughout the adventure, the Dungeon Master should be aware of what's happening from the start. (See "War Between the Gods.")



WAR BETWEEN THE GODS

Released by a foolish and irresponsible act of the ancient, arrogant, and aloof race known as the Irda, the god Chaos has been freed from confinement in the Graygem, a magical gem created by the god Reorx many, many years ago. Infuriated by the gods who trapped him there, he vowed to destroy them and all of their creations. Chaos has unleashed upon Krynn beings strange and terrible, and these great armies have swept into the world and struck at mortals.

Because of the struggle, the gods of Krynn are distracted. They have paid little attention to the world as they bicker and squabble among themselves over how best to deal with the onslaught of doom. This absence has created difficulties for those mortals who frequently try to establish contact with their gods—specifically, priests.

TREATY OF ILL OMEN

By the time of the battle for the High Clerist's Tower, however, the pantheon of Krynn had reluctantly settled upon a course of action. They allowed the Knights of Takhisis to prevail over the world, so that the mortals could stand united against the horrors of chaos that had yet to be released. Takhisis, Queen of Darkness, had been grimly pleased by this development, while Paladine, Gilean, Reorx, and the other gods of Goodness and Neutrality, agreed because they saw the only alternative to be the utter destruction of Krynn.

However, events have proven so dire that many of the gods have turned their backs on Krynn entirely, fleeing to places of cosmic refuge while they leave their mortal followers to fight for survival. Now these brave survivors—humans, elves, ogres, dwarves, minotaurs, and even kender—wage war in all the world's corners, fighting to hold at bay the forces that would bring about the end of time.

CLERICAL TROUBLES

Any priest heroes who attempt to cast spells during the course of this adventure may find that they have difficulties tapping the power of their deities. (See "Spellcasting SAGA Style in the Fourth Age" for some optional spellcasting rules and "Clerics and Undead" for information about turning undead.)

AD&D RULES

As the spell is cast, the Dungeon Master (or player) rolls 1d6. On a 5 or 6 the spell is cast normally, but on a result of 1–4, the priest acts that many levels lower than his or her actual level for purposes of this spell (only). For example, on a roll of 4, a 7th-level priest casts the spell as a 3rd-level priest.

In some cases—if the die roll of 1–4 is greater than or equal to the priest's actual level—a spell can't be cast at all. In this event, the spell does not vanish from the hero's repertoire, though the hero cannot attempt it again until 10 rounds have passed.

SAGA RULES

Instead of a die roll, the Narrator should draw a card. A result of 1–3 (white aura) means no effect, while a 4–9 represents the number added to the difficulty (and spell point cost) of casting the spell.

RELATED READING

Numerous products published by TSR detail the history and setting of Krynn. While none of them are necessary for playing this adventure, they provide useful information about the world, Krynn's gods, and the people who reside there.

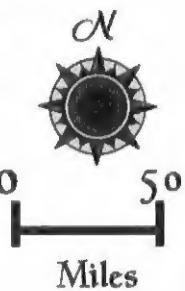
Some of the most relevant publications in terms of this adventure include the following: The DRAGONLANCE Chronicles and Legends novel series, by Margaret Weis and Tracy Hickman, set the stage for all the tales of Krynn. More recently, their novel *Dragons of Summer Flame* establishes a background for the specific period of this story.

The novel *Tears of the Night Sky*, by Linda P. Baker and Nancy Varian Berberick, also involves the current time period and setting of Palanthas. Also, the game accessory *Palanthas* by Steven "Stan!" Brown provides information about this city in the past and present.

Players who choose to run Dark Knight heroes and who wish to know more about the creation of the Knights and the strictures of their order are encouraged to read *The Second Generation*, a DRAGONLANCE anthology by Weis and Hickman. The book includes an appendix on the Knights of Takhisis that details their history and many game relevant details about their organization and beliefs. In addition, *Heroes of Steel*, a supplement for the FIFTH AGE setting, provides information about the Dark Knights for the SAGA system.

The boxed campaign setting *Tales of the Lance* provides a comprehensive look at all aspects of the world at this time in history, and the

Palanthas and the Plains of Solamnia



Gates of Paladine

Bay of Branchala

Palanthas

Yarus

High Clerist's Tower

Vingaard Mountains

River of Gold

Vingaard
Keep

Plains of
Solamnia

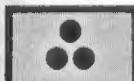
heth

Maelgoth

Vingaard River



Stream/
River



Ruin or
Site



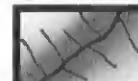
Fortress



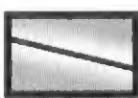
City



Town



Mountain



Knight's
High Road



Border

Dragonlance: Fifth Age Dramatic Adventure Game takes this information into the Fifth Age of Krynn.

PREPARING FOR THE ADVENTURE

The Dungeon Master can structure the beginning of the adventure so that it fits whatever backgrounds the heroes bring to the table. Since Krynn is a world of rich stories and a long, colorful history, players are encouraged to think about their heroes in terms of their backgrounds. After all, where they come from will determine a lot about their relationships with heroes and characters from other societies from across Ansalon.

PRE-WAR FACTIONS

Players can choose heroes who number themselves among the new conquerors of Krynn (the Dark Knights) or those who fought against the invasion, including the defenders of Solamnia and the other nations of Ansalon. Heroes who are dwarves, elves, half-elves, or kender are probably among the latter group, unless an unusual background is created to explain why the hero was allied with the enemies of his or her people.

Although these two factions have by now been forced into alliance because of the onslaught of Chaos, memories of past battles are always present to stir up the emotional pot. These differences are not discouraged. Indeed, they can add a lot to the developing story lines of the game.

The pregenerated heroes contain examples drawn from all of these possibilities.

Knights of Takhisis

The attacking forces have been thrown into disorder by the Chaos War, though just two weeks ago they were flushed with the thrill of dramatic conquest. Their leader, Lord Ariakan, has been killed, and the cohesion of their command structure has been badly disrupted. Thus, most units of Dark Knights have been forced to function without orders. While the Knights tend to be jealous of their recently won conquests, they have also learned that they need the help of their new subjects if they stand any chance at all of repelling the invasion of Chaos.

The Dark Knights include many warriors, who are known as Knights of the Lily. (The reference is to Ariakan's symbol, the Death Lily.) However, the ranks also include many Knights of the Skull

(priests of Takhisis commonly known as Skull Knights) and Knights of the Thorn (wizards often called Gray Knights or Wizards of the Gray Robes).

When the Dark Knights use dragon mounts, they ally themselves with serpents of blue.

Solamnic Knights and Allies

Many heroic souls fought bravely against the Dark Knight invasion. Some were killed, and some continued to wage war in as-yet-unconquered outposts. Elven rebels in Qualinesti, for example, rose up to fight back the Knights of Takhisis, while Silvanesti elves successfully resisted invasion when the Chaos Storm broke. Ariakan's forces spared the dwarves of Thorbardin and the other great underground kingdoms, though civil war tore them apart instead as dark dwarves turned against the Hylar who had long governed them.

Still other peoples survived the war but were forced to submit to the yoke of conquest. The citizens of Palanthas in particular have chafed under occupation.

The Knights of Solamnia were the predominant force among Ansalon's defenders. They suffered most heavily, especially in the disastrous fight at the High Clerist's Tower. The survivors went into hiding, many of them dwelling in Palanthas in the guise of humble craftsmen, thieves, or beggars. The Knights of Takhisis have captured many of the Solamnic families, held them in pens at the city waterfront, and eventually loaded them onto ships for transport to unknown destinations.

When heroes of Solamnia or its allies use dragon mounts, they ally with silver dragons.

PRE-EXISTING HEROES

The Dungeon Master should have little difficulty arranging for heroes from existing campaigns to find themselves in Palanthas for the start of this adventure. Many heroes from a variety of backgrounds could have found themselves drawn to Palanthas during the early months of this scorching summer. After all, anyone with a taste for adventure feels compelled to visit this city.

The Dark Knights have left a very small garrison in the city, which could include any heroes who are members of Ariakan's army. These Knights have lost contact with the main body of their force, which has already been annihilated at the High Clerist's Tower, though heroes among the Dark Knights do not have this information. The Knights have been left to continue a task ordered by Ariakan: Arrest and deport the families of the

Knights of Solamnia. Since the army left the city, however, too few Knights of Takhisis remain who can do anything more than try and monitor those family members who remain in town.

Any heroes among the realm's defenders can be scattered through the city in any of a number of roles. Mages can study at the Tower of High Sorcery, which stands untouched by the Gray Knights. Clerics work and study at different temples devoted to each one of Krynn's gods. The Thieves' Guild, though it has been forced underground, still exists. In fact, it has become a center of resistance against the Dark Knights.

PREGENERATED HEROES

The following boxed characters represent a sampling of the classes and factions. These heroes may have participated in the *Seeds of Chaos* adventure. However, if that adventure has not been played, they may begin with *Chaos Spawn* and suffer no loss of continuity.

Both Dungeon Masters and players should note that THAC0 numbers have been adjusted for Strength bonuses, but not for missile adjustment or weapons bonuses. Also, the damage listed under the "Damage/Attack" heading has been adjusted for both Strength and weapons bonuses. If Dungeon Masters use the optional proficiency rules, they or the players can freely add proficiencies to the heroes.

The hero descriptions attempt to set the heroes up for the beginning of this adventure. If *Seeds of Chaos* has been played, the final sentence or two in each of the subsequent descriptions might not be appropriate, since by the player's choice that hero might have engaged in some activity other than the one listed.

Dark Knight heroes from this list, or others of the players' creation, should write down a one-sentence mission statement about the role the hero sees for him- or herself in the Vision's pattern.

{*Capsules of information in each hero box translate the AD&D hero game attributes into the SAGA game rules format. The number of a SAGA hero's quests is equal to that character's level in the AD&D information. The player should read the capsule of the hero's background in the AD&D pregenerated character and then select the specific demeanor of the SAGA hero. Knights of Solamnia cannot select a card with a value higher than 4 for their demeanors, nor a card with a value higher than 5 to determine their natures. Dark Knights must choose their demeanors from cards with a value of 5 or lower, and their natures must be taken from cards rated 4 or higher.*

Players can find more information on creating knightly heroes in Book One of Heroes of Steel, a DRAGONLANCE: FIFTH AGE product.}



Sir Bradwick Thanedon

8th-Level Human Male Fighter, Lawful Good
Knight of Solamnia, Order of the Rose

Height	5'11"	Str	17
Weight	200 pounds	Dex	12
Armor Class	2 (<i>chainmail +3</i>)	Con	15
Movement	9	Int	13
Hit Points	60	Wis	13
THAC0	12	Cha	11
Damage/Attack	$1d10+3/3d6+3$		
Preferred Weapon	<i>Two-handed sword +2</i>		
Residence	Northern Ergoth		
Special Notes	Has access to a dragonlance; immune to fear spells		

◆ **Sir Bradwick Thanedon:** Human male adult Knight, Champion. Ag 8A, Dx 8A, En 6A, St 9A, Re 7C, Pe 5C, Sp 5C, Pr 6A, Dmg +12 (two-handed sword of renown), Def -7 (chainmail of renown), also immune to fear.

Background: Sir Bradwick is the youngest heir of a proud Knightly family, which is an elder clan among the dark-skinned peoples of Ergoth. His father died during the War of the Lance, and both his brothers have been lost, presumably killed, during the summer's campaign in Ansalon. He was determined to join the garrison of the High Clerist's Tower, but his ship arrived in Palanthas on the same day as word that the tower had fallen to the Dark Knights.

Since then, he has been active in the city, disguising himself as a deaf beggar while he helps the families of the slain Solamnic Knights escape the city to safety. His steadfast belief in this cause has earned him the gratitude of many people.



Sir Kelwyn Ogrebane

8th-Level Human Male Fighter, Neutral Good
Knight of Solamnia, Order of the Crown

Height	6'2"	Str	15
Weight	190 pounds	Dex	16
Armor Class	1 (<i>chainmail, shield +7</i>)	Con	12
Movement	9	Int	16
Hit Points	56	Wis	10
THAC0	13	Cha	10
Damage/Attack	$1d8+2/1d12+2$		
Preferred Weapon	<i>Longsword +2</i>		
Residence	Palanthas		
Special Notes	Has access to a dragonlance		

◆ **Sir Kelwyn Ogrebane:** Human male adult Knight, Champion. Ag 8A, Dx 8A, En 6A, St 8A, Re 8C, Pe 5C, Sp 5C, Pr 6A, Dmg +10 (longsword of renown), Def -8 (shield of distinction).

Background: Sir Kelwyn was not available to join the Knightly army defending the High Clerist's Tower. Instead, he was in the city doing something that he has kept secret from everyone else. This action has caused him to bear a numbing sense of shame and a determination that he will atone for his mistake and restore his honor. The player should use his or her own discretion to determine the nature of this shame; it should be told to the Dungeon Master, but the effects on play should be determined by roleplaying.

Since the conquest of the city, Sir Kelwyn has either worked hard to help Sir Bradwick save the families of Solamnic Knights or has wallowed in a well of self-pity (which could cause him to find escape in drinking).

Cindrall Wistan

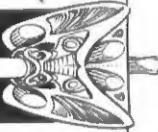
8th-Level Female Human Ranger, Chaotic Good

Height	5'2"	Str	14
Weight	130 pounds	Dex	17
Armor Class	-1 (<i>chainmail +2, shield</i>)	Con	14
Movement	9	Int	8
Hit Points	47	Wis	14
THAC0	13	Cha	15
Damage/Attack	$1d6+3/1d8+3$		
Preferred Weapon	<i>Short sword +3</i>		
Residence	Palanthas		
Special Notes	Hide in Shadows 49%; Move Silently 62%; Cleric spells (1)		

◆ **Cindrall Wistan:** Human female adult, warrior-mystic, Champion. Ag 9A, Dx 9A, En 7C, St 7A, Re 6C, Pe 7B, Sp 7B (49)*, Pr 8C, Dmg +7 (short sword of fame), Def -8 (chainmail of renown), also acute sense (player can choose).

*See rules for choosing a single mystic sphere.

Background: Cindrall is the daughter of a Senior Solamnic Knight and the granddaughter of a Warrior Lord. Her father, though determined that she would not experience the horrors of war, trained her well. At the age of eighteen, Cindrall chafed against the restrictions her dead father placed on her and started fighting on her own. She has acted as a spy, disguising herself as a kitchen maid to carry food and drink through the headquarters of the Dark Knights. She knows that the Knights have lost contact with their main body, and if encountered outside of the headquarters, she is 50% likely (*result of 6-10*) to be recognized by any Dark Knight she meets.



Heraldri Rosemaster

9th-Level Female Human Fighter, Chaotic Neutral

Height	5'9"	Str	17
Weight	160 pounds	Dex	10
Armor Class	0 (<i>plate mail, shield +2</i>)	Con	13
Movement	6	Int	14
Hit Points	53	Wis	10
THAC0	11	Cha	12
Damage/Attack	$1d8+3/1d12+3$		
Preferred Weapon	<i>Longsword +2</i>		
Residence	Palanthas		
Special Notes	Has access to a dragonlance		

◆ **Heraldri Rosemaster:** Human female adult Warrior, Champion. Ag 5A, Dx 5A, En 7A, St 7A, Re 7D, Pe 5C, Sp 5C, Pr 6B, Dmg +11 (longsword of renown), Def -7 (plate mail, buckler of renown).

Background: Heraldri is a childhood friend of Cindrall's. She, too, has learned about battle and, with her size and strength, has been a match for young men (who are often intimidated by her). Orphaned in infancy, she was raised under the care of the Temple of Paladine's priests. Lately, Heraldri has rebelled against that orderly life and has been running with a wild crowd. She knows that her father concealed a dragonlance beneath the tile floor of the family's mansion on Palanthas's Noble Hill.

She first found her current situation irritating when the Dark Knights shut down the clubs and inns that she frequented. In the weeks since then, the suffering she has witnessed as a direct result of the conquest has appalled her. A part of her thinks that the storms of Chaos are a just punishment for Ariakan's forces.

Basalt Fireforge

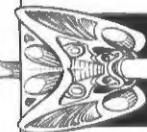
8th-Level Dwarf Male Fighter, Lawful Good

Height	4'1"	Str	12
Weight	200 pounds	Dex	15
Armor Class	-1 (plate mail, shield +1)	Con	18
Movement	6	Int	11
Hit Points	71	Wis	13
THAC0	13	Cha	10
Damage/Attack	1d8+2		
Preferred Weapon	Battle-ax +2		
Residence	Hillhome		
Special Notes	Normal dwarf abilities		

Basalt Fireforge: Dwarf male adult warrior, Champion. Ag 8A, Dx 8A, En 6A, St 6A, Re 6C, Pe 7C, Sp 7C, Pr 5B, Dmg +10 (battle-ax of renown), Def -10 (plate mail, buckler of renown).

Background: Nephew of the famed Hero of the Lance Flint Fireforge (20), Basalt strives to live up to the standard of courage set by his uncle. He is torn by loneliness for his beloved wife, Hildy, who maintains the family inn back in the hill dwarf country north of Thorbardin, but he felt compelled to offer his services to the Knights of Solamnia when war threatened.

Now he is overwhelmed by a sense that the whole world is doomed; still, he has vowed to do everything he can to return to Hildy and Hillhome. However, he feels that helping the Solamnic families leave Palanthas takes a higher priority at this point. Consequently, he has assisted Sir Bradwick and Sir Ogrebane with their endeavors while attempting to locate a way home for himself.



Dirkal Knifecutter

9th-Level Human Male Thief, Chaotic Neutral

Height	5'6"	Str	9
Weight	135 pounds	Dex	17
Armor Class	3 (leather armor, ring of protection +2)	Con	11
Movement	12	Int	15
Hit Points	36	Wis	10
THAC0	16	Cha	14
Damage/Attack	1d8+1/1d12+1		
Preferred Weapon	Longsword +1		
Residence	Palanthas Thieves' Guildhall		
Special Notes	Thief abilities		
PP	OL	F/RT	MS HS DN CW RL
40%	65%	40%	80% 65% 85% 90% 15%

Dirkal Knifecutter: Human male adult thief, Champion. Ag 9C, Dx 9B, En 6C, St 5C, Re 8B, Pe 5B, Sp 5C, Pr 7C, Dmg +10 (longsword of distinction), Def -4 (leather, ring of protection), also acute sense (player can choose).

Background: Dirkal is a quick (and quick-witted) young member of the Thieves' Guild. Exceptionally stealthy and intelligent, he has worked primarily as a spy for the guild, though he also spies on behalf of some of the city's most powerful nobles and elegant ladies. He has a knack for disguising his appearance and knowing the right mannerism to blend into any social setting.

Dirkal was an effective enemy of the occupying Dark Knights, pilfering from individual Knights as he gathered intelligence about those occupying forces. Finally, the onset of the Chaos War was so stunning that he set aside his avarice in favor of the fight to survive.

Whisper Shadowfriend

9th-Level Kender Female Handler, Chaotic Neutral

Height	3'9"	Str	8
Weight	95 pounds	Dex	18
Armor Class	2 (leather armor +2)	Con	15
Movement	6	Int	13
Hit Points	29	Wis	13
THAC0	16	Cha	11
Damage/Attack	1d6+2/1d8+2		
Preferred Weapon	Short sword +2		
Residence	Palanthas/Ergoth/Hylo		
Special Notes	Immune to fear; kender taunt; thief abilities		
PP	OL	F/RT	MS HS DN CW RL
85%	95%	60%	50% 25% 25% 80% 45%

Whisper Shadowfriend: Kender female adult handler, Champion. Ag 9A, Dx 9B, En 6C, St 4C, Re 7C, Pe 5B, Sp 5C, Pr 6C, Dmg +7 (short sword of renown), Def -4 (leather armor of renown), also acute sense (player can choose).

Background: Whisper hails from Hylo originally, but kender wanderlust has seized her strongly. For the last ten years, she has traveled from port to port in Northern Ansalon, never paying for her passage and somehow avoiding getting hanged as a stowaway. She decided that Palanthas is her favorite place and has formed attachments to several humans here.

Recently, she has become intrigued by a traveling hill dwarf, Basalt Fireforge. Now that Basalt has succumbed to a mood of bleak hopelessness, she wishes she could do something to improve his spirits. He continues to help others, but he is pining away.



Terrence Kanegrower

9th-Level Human Male Cleric, Lawful Good

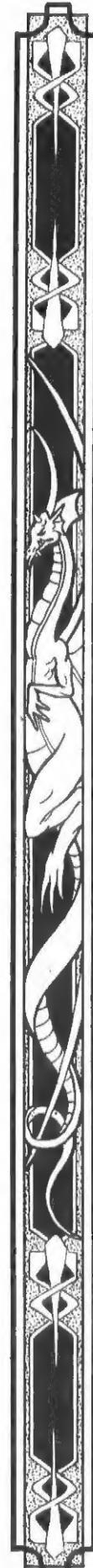
Height	6'2"	Str	9
Weight	170 pounds	Dex	11
Armor Class	2 (plate mail, shield)	Con	15
Movement	6	Int	10
Hit Points	44	Wis	16
THAC0	16	Cha	13
Damage/Attack	1d6+3/1d6+2		
Preferred Weapon	Mace +2		
Residence	Palanthas, Temple of Paladine		
Special Notes	Priest spells (6/6/3/2/1)		

Terrence Kanegrower: Human male adult mystic, Champion. Ag 6A, Dx 6C, En 8A, St 5A, Re 5C, Pe 8C, Sp 8A (64)*, Pr 7C, Dmg +11 (mace of renown), Def -7 (plate mail, kite shield).

*Choose three spheres of mysticism.

Background: A clan of farmers in a fertile valley of Caergoth raised Kanegrower. From an early age, he displayed an acuity for nature and philosophy, and it was only natural that he should come to Palanthas for schooling in the temple. Applying himself studiously, he mastered many spells in the name of Paladine. However, he rarely ventured beyond the walls of his temple, and until recently he was naive and timid as regards the "real" world.

With the coming of war, however, Terrence found a reserve of courage that frightened and excited him. He has fought against the Dark Knights and the forces of Chaos with a ferocity that has inspired his allies even as it has put his life in terrible danger.



Dathas Windknower

9th-Level Human Female Red-Robed Mage, Neutral

Height	5'1"	Str	10
Weight	110 pounds	Dex	14
Armor Class	4 (<i>bracelets of defense AC 4</i>)	Con	9
Movement	12	Int	17
Hit Points	27	Wis	13
THAC0	18	Cha	8
Damage/Attack	1d4+5/1d3+5		
Preferred Weapon	Steelfiend (dagger +5)		
Residence	Tower of High Sorcery, Palanthas		
Special Notes	Wizard spells (4/3/2/1)		

◆ **Dathas Windknower:** Human female adult sorceror, Champion. Ag 7X, Dx 7X, En 5X, St 5X, Re 8A (64)*, Pe 7A, Sp 7C, Pr 7D, Dmg +11 (dagger of legend), Def -5 (bracelets of defense), also acute senses (player can choose two).

*Choose three schools of sorcery.

Background: Dathas considered herself aloof from the war for Ansalon, even scorning the efforts of the Conclave to try to organize resistance. However, she now sees that even the Tower of High Sorcery might not be safe from the onslaught of Chaos, and she belatedly sees the necessity of resistance. Still, she is looking for ways to profit from the current strife and has no intention of risking her life any more than is absolutely necessary. So, though she has helped Solamnic families out of Palanthas and helped keep the Dark Knights busy, she has also gained quite a bit of wealth on the side.



Sir Farall Skycutter

9th-Level Human Male Fighter, Lawful Evil
Knight of the Lily, Wing Captain

Height	6'	Str	18/55
Weight	200 pounds	Dex	12
Armor Class	0 (<i>plate mail +2, shield</i>)	Con	13
Movement	6	Int	11
Hit Points	50	Wis	13
THAC0	10	Cha	8
Damage/Attack	1d10+5/3d6+5		
Preferred Weapon	Two-handed sword +2		
Residence	Storm's Keep		
Special Notes	Has access to a dragonlance		

◆ **Sir Farall Skycutter:** Human male adult Knight of the Lily, Champion. Ag 6A, Dx 6A, En 7A, St 10A, Re 6C, Pe 7C, Sp 7C, Pr 6A, Dmg +11 (longsword of renown), Def -12 (plate mail of renown, target shield).

Background: Farall is a dedicated dragonrider whose patron was Ariakan himself. The lord brought Farall as a youth out of the slums of Flotsam, and the young warrior rewarded his mentor with loyalty, ingenuity, and courage. Bearing a heavy lance +2, he rides the mighty blue dragon Kerrilastian (see below).

Now that he has been left in command of the Dark Knights still in the city, however, Farall is struggling with a feeling of loss and dismay. He senses that something terrible has happened to Lord Ariakan, and he fears that he isn't smart enough to know what to do next. He has noticed Sandaryll watching him, which leads him to believe that she is more than ready to step up should he fail in his duties.

Sir Jerod Argentbane

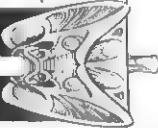
9th-Level Human Male Fighter, Lawful Evil
Knight of the Lily, Talon Captain

Height	5'9"	Str	17
Weight	180 pounds	Dex	16
Armor Class	0 (<i>chainmail +3</i>)	Con	12
Movement	9	Int	9
Hit Points	50	Wis	13
THAC0	11 (longsword)	Cha	13
Damage/Attack	1d8+1/1d12+1; longbow 1d8		
Preferred Weapon	Longsword/longbow		
Residence	Storm's Keep		
Special Notes	None		

◆ **Sir Jerod Argentbane:** Human male adult Knight, Champion. Ag 8A, Dx 8A, En 6A, St 9A, Re 5C, Sp 7C, Pr 7A, Dmg +7 (longsword), Def -9 (chainmail of fame).

Background: Sir Jerod entered the ranks of the Knights by serving as page to one of Ariakan's right-hand men. With the death of his sponsor in the early part of the summer's campaign, Sir Jerod has devoted himself to vengeance with a single-minded determination that has earned the admiration of Lord Ariakan himself. Famed for the deadly accuracy of his longbow, Sir Jared has learned to shoot from drag-onback with perfect accuracy (no penalty to hit). His favorite mount is the blue dragon Krackellix.

Jerod hates his current assignment with Farall, but he understands the reason for it. This internal conflict is one he knows he must control, but occasionally, when in tense situations, he makes a sarcastic comment or two about his current situation. Farall recently had to talk to him about it, and with Sandaryll always within earshot, Jerod feels very uneasy.



Cyrine Harrian-Caergothia

10th-Level Female Human Fighter, Lawful Evil
Knight of the Lily, Shield Captain

Height	5'2"	Str	14
Weight	110 pounds	Dex	16
Armor Class	-1 (<i>chainmail, ring of protection +4</i>)	Con	10
Movement	9	Int	11
Hit Points	53	Wis	15
THAC0	11	Cha	16
Damage/Attack	1d8+3/1d12+3		
Preferred Weapon	Longsword +3		
Residence	Storm's Keep		
Special Notes	None		

◆ **Cyrine Harrian-Caergothia:** Human female adult Knight, Champion. Ag 8A, Dx 8A, En 5A, St 7A, Re 6C, Pe 8C, Sp 8C, Pr 8A, Dmg +11 (longsword of fame), Def -9 (chainmail, ring of protection).

Background: Cyrine is a petite and vivacious young woman with a core of steel, and she sports a temper that she is quick to unleash on those who balk her in the performance of her duties. Rigidly honorable, she wears a bit of a chip on her shoulder. Nevertheless, Ariakan trusts her and has used her as a spy. She rides the blue dragon Lyssirix (see below).

Currently, she is ferreting out Solamnic families and bringing them to the attention of Sir Farall and Sir Jerod. Lyssirix sometimes joins her in human form. Their most recent escapades together have led to an even greater bonding between the two. She is somewhat worried about the status of the Dark Knights at the High Clerist's Tower.

Captain Darewind Waverunner

9th-Level Female Human Fighter, Lawful Evil
Knight of the Lily

Height	5'10"	Str	14
Weight	140 pounds	Dex	17
Armor Class	4 (<i>ring of protection +4</i>)	Con	13
Movement	12	Int	13
Hit Points	51	Wis	13
THAC0	12	Cha	15
Damage/Attack	1d8+4		
Preferred Weapon	<i>Scimitar +4</i>		
Residence	Aboard the Wavecutter		
Special Notes	None		

◆ **Captain Darewind Waverunner:** Human female adult, Knight, Champion. Ag 8A, Dx 8A, En 7A, St 7A, Re 7C, Pe 7C, Sp 7C, Pr 8A, Dmg +12 (scimitar of glory), Def -4 (*ring of protection*).

Background: Darewind is a legendary mariner who has captained a number of vessels in Ariakan's fleet. Her current (and favorite) command is the Wavecutter, which is a small, fast single-masted sloop that led the Dark Knights into the Bay of Branchala.

Her current objectives include commanding the remaining seagoing troops that did not make the trip to the High Clerist's Tower, arranging for transport for those families captured by the Dark Knights on commandeered ships manned with additional Knights, and maintaining a strong Dark Knight presence in the bay with her own remaining ships. She coordinates these activities with Sir Farall, who she judges as a good commander—though he clearly worries about the fate of Lord Ariakan.



Sir Borac Kyristian

10th-Level Human Male Cleric, Lawful Evil
Knight of the Skull, Skull Bishop

Height	5'11"	Str	14
Weight	170 pounds	Dex	12
Armor Class	0 (<i>plate mail +2, shield</i>)	Con	11
Movement	6	Int	11
Hit Points	4	Wis	17
THAC0	14	Cha	13
Damage/Attack	1d6+3/1d8+3		
Preferred Weapon	<i>Spear +3</i>		
Residence	Storm's Keep		
Special Notes	* 3/6/9 (triple normal spear range); priest spells (6/6/4/3/2)		

◆ **Sir Borac Kyristian:** Human male adult Knight of the Skull, Champion. Ag 6A, Dx 6C, En 6A, St 7A, Re 6C, Pe 9C, Sp 9A (81)*, Pr 7C, Dmg +9 (spear of fame), Def -9 (*plate mail of renown*).

*Choose three spheres of mysticism.

Background: Borac has been a loyal priest of Takhisis since his young days as an orphan in Sanction. He earned the trust of the clerics at the Dark Queen's temple and eventually killed a corrupt high priest so as to assume the seat himself. From there he moved into the Knighthood, starting as a raw Knight of the Lily and working his way up. He recently established a watch on the Temple of Paladine in the Old City and visited each of the temples in the New City. Among those parishioners at the Temple of Takhisis is a young widow named Ayleth Blackdash, who needs his spiritual guidance. She recently renounced her faith in Paladine when her husband died of a wasting illness.

Lady Sandaryll Smokingwar

10th-Level Human Female Mage, Lawful Evil
Knight of the Thorn, Thorn Sorcerer

Height	5'5"	Str	14
Weight	160 pounds	Dex	12
Armor Class	2 (<i>chainmail, ring of protection +3</i>)	Con	10
Movement	9	Int	16
Hit Points	49	Wis	13
THAC0	17	Cha	7
Damage/Attack	1d8+2/1d12+2		
Preferred Weapon	<i>Longsword +2</i>		
Residence	Storm's Keep		
Special Notes	Lady Sandaryll Smokingwar cannot wear chainmail while casting spells; wizard spells (4/4/3/2/1/1)		

◆ **Lady Sandaryll Smokingwar:** Human female adult Knight of the Thorn, Champion. Ag 6C, Dx 6C, En 5C, St 7A, Re 8A (64)*, Pe 7A, Sp 7C, Pr 4D, Dmg +11 (longsword of renown), Def -7 (chainmail, *ring of protection*).

*Choose three schools of sorcery

Background: Sandaryll Smokingwar displayed a natural affinity for magic that enabled her to make it through warrior training, even though she lacked some of the size and stamina for hand to hand combat. A valued power in the Thorn Knights, she performed difficult missions, sometimes for Ariakan himself. Ariakan's last orders were that she should keep an eye on Farall Skycutter, helping him (or removing him) as necessary for the success of the Knight's garrison. Though Farall has seemed overwhelmed by the coming of Chaos, she can't really blame him. She, too, fears that something bad has happened to Ariakan.

Silver and Blue Dragon Mounts

Although the Dungeon Master can keep the dragon's statistics secret, it might be easier to give the mounts to the appropriate players. Because of this, the prospective dragon mounts are also listed within a boxed format. As noted in the hero descriptions, specific dragons are associated with specific heroes.

Clerics and Undead

In the AD&D game, clerics have the ability to ward off undead creatures. To emulate this ability, SAGA clerics must attempt one *challenging Spirit (Presence)* action, with a bonus equal to the number of cards they currently hold in their hands. Each undead being resists separately, and the cleric can attempt this action only once per group. If successful, the undead cannot approach closer than near missile range (and must retreat if it is already closer). It also cannot attack any heroes or characters in the affected area. Failure results in the undead acting normally.



◆ **Arentian (silver dragon):** AC -4; MV 9, fly 30 (C), jump 3; HD 16; hp 88; THAC0 5; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/5d6; SA frost breath 80' by 30' (10d10+5), paralyze gas breath 50' by 40' (duration 1d8+5 minutes); fear radius (15 yards, +3 (+7) fear modifier); SD immune to cold; MR 25%; SZ G (549 long); ML fanatic (18); Int exceptional (16); AL LG; XP 14,000.

Special Abilities: polymorph self 3/day; cloud walk; feather fall 2/day; wall of fog 1/day; weight limit 250 pounds.

Spells Memorized (2/2): 1st—detect magic, magic missile; 2nd—continual light, invisibility.

◆ **Arentian:** A male young adult silver dragon, resourceful demeanor. Co 10, Ph 46, In 11 (121), Es 11 (121), Dmg +16, Def -12, also buffet, charge, dive, dragon breath, dragonawe, mysticism (alteration, healing, animalism), sorcery (cryomancy), swallow whole, and swoop.

Background: Arentian fought during the heady last days of the War of the Lance. He has spent the decades since reliving the great battles waged against red and black dragons over central Ansalon. Distance has made the memories even sweeter, and this young hot-head showed great distress when his god, Paladine, ordered him to stay out of the fight against Ariakan. Now he has thrown himself into the Chaos War with terrible fury, and his emotions are inflamed by the knowledge that his mother was slain by fire dragons.



◆ **Derianstyn (silver dragon):** AC -5; MV 9, fly 30 (C), jump 3; HD 17; hp 112; THAC0 5; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/5d6; SA frost breath 80' by 30' (12d10+6), paralyze gas breath 50' by 40' (duration 1d8+6 minutes); fear radius (20 yards, +2 (+6) fear modifier); SD immune to cold; MR 30%; SZ G (70' long); ML fanatic (18); Int exceptional (16); AL LG; XP 17,000.

Special Abilities: polymorph self 3/day; cloud walk; feather fall 2/day; wall of fog 1/day; control winds 3/day; weight limit 600 pounds.

• *Spells Memorized (2/2/1): 1st—detect magic, phantasmal force; 2nd—continual light, web; 3rd—gust of wind.*

◆ **Derianstyn:** A male adult silver dragon, resolute demeanor. Co 10, Ph 48, In 12 (144), Es 12 (144), Dmg +18, Def -14, also buffet, charge, dive, dragon breath, dragonawe, mysticism (alteration, meditation, mentalism), sorcery (divination), swallow whole, and swoop.

Background: Derian has seen a lot of war, being one of the first silvers to fly from the Dragon Isles during the War of the Lance. He has lost two Knights from his own back and saw the deaths of all his nestmates during battle against the blue dragons of Kitiara uth Matar's (8+) wing. He is more cautious than Arentian, but he is courageous, big, and strong. Even so, the powers of Chaos appall him, and deep in his heart he believes that the whole world is doomed.

◆ **Warall-Argent (silver dragon):** AC -5; MV 9, fly 30 (C), jump 3; HD 17; hp 99; THAC0 5; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/5d6; SA frost breath 80' by 30' (12d10+6), paralyze gas breath 50' by 40' (duration 1d8+6 minutes); fear radius (20 yards, +2 (+6) fear modifier); SD immune to cold; MR 30%; SZ G (55' long); ML fanatic (18); Int exceptional (16); AL LG; XP 17,000.

Special Abilities: polymorph self 3/day; cloud walk; feather fall 2/day; wall of fog 1/day; control winds 3/day; weight limit 500 pounds.

Spells Memorized (2/2/1): 1st—chill touch, unseen servant; 2nd—ESP, summon swarm; 3rd—vampiric touch.

◆ **Warall-Argent:** A female adult silver dragon, motivated demeanor. Co 10, Ph 48, In 12 (144), Es 12 (144), Dmg +18, Def -14, also buffet, charge, dive, dragon breath, dragonawe, mysticism (alteration, mentalism, sensitivity), sorcery (cryomancy), swallow whole, and swoop.

Background: Warall carried a young Knight into battle at the High Clerist's Tower—a man for whom the silver serpent felt a powerful infatuation. Sir Banford Overdane was killed in the first clash, and the rest of the fight passed in a blur—until Derianstyn escorted Warall westward. She grieved for the Knight and hoped for revenge. Though she now sees that Chaos is the greatest enemy, she has never forgiven the blues for the death of her Knight.



◆ **Lyssirix (blue dragon):** AC -1; MV 9, fly 30 (C), burrow 4; HD 15; hp 91; THAC0 7; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/3d8; SA lightning breath 100' by 5' (10d8+5), fear radius (15 yards, +3 (+7) fear modifier), weight limit 350 pounds; SD immune to electrical attacks; MR 20%; SZ G (50' long); ML fanatic (18); Int very (12); AL LE; XP 15,000.

Special Abilities: create or destroy water 3/day; sound imitation at will.

Spells Memorized (2): 1st—detect magic, sleep.

◆ **Lyssirix:** A female young adult blue dragon, shrewd demeanor. Co 10, Ph 42, In 11 (121), Es 11 (121), Dmg +16, Def -12, also buffet, charge, dive, dragon breath, dragonawe, mysticism (alteration), sorcery (cryomancy, electromancy, transmutation), swallow whole, and swoop.

Background: Lyssirix is a devoted servant of her clan, and when her nest matriarch designated her for service in Ariakan's army, she felt deeply honored. During this summer's campaign, she successfully carried Knight Cyrine Harrian-Caergothia into battle. They proved exceptionally adept at spying on and evading the Good dragons. They were one of the first teams to report the coming of Chaos and have seen firsthand the cruel power of the fire dragons.

- **Kerrilastian (blue dragon):** AC -3; MV 9, fly 30 (C), burrow 4; HD 17; hp 110; THAC0 7; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/3d8; SA lightning breath 100' by 5' (14d8+7), fear radius (25 yards, +1 (+5) fear modifier), weight limit 600 pounds; SD immune to electrical attacks; MR 30%; SZ G (70' long); ML fanatic (18); Int very (14); AL LE; XP 17,000.

Special Abilities: create or destroy water 3/day; sound imitation at will; dust devil 1/day.

Spells Memorized (3/1): 1st—detect magic, sleep, ventriloquism; 2nd—darkness 15[fm] radius.

- **Kerrilastian:** A male mature adult blue dragon, thoughtful demeanor. Co 11, Ph 50, In 13 (169), Es 13 (169), Dmg +20, Def -16, also buffet, charge, dive, dragon breath, dragonawe, mysticism (meditation), sorcery (electromancy, geomancy, spectramancy), swallow whole, and swoop.

Background: Kerrilastian has taken on the role of mentor for Lyssirix and Krackell. He is a veteran of many campaigns, and Ariakan has entrusted Kerril to use his own judgement in matters of military importance. He is the favorite mount of Farall Skycutter.



- **Krackellix (blue dragon):** AC -2; MV 9, fly 30 (C), burrow 4; HD 16; hp 92; THAC0 7; #AT 3 (claw/claw/bite); Dmg 1d8/1d8/3d8; SA lightning breath 100' by 5' (12d8+6), fear radius (20 yards, +2 (+6) fear modifier), weight limit 500 pounds; SD immune to electrical attacks; MR 25%; SZ G (75' long); ML fanatic (18); Int very (13); AL LE; XP 16,000.

Special Abilities: create or destroy water 3/day; sound imitation at will.

Spells Memorized (3): 1st—detect magic, grease, magic missile.

- **Krackellix:** A female adult blue dragon, eccentric demeanor. Co 10, Ph 48, In 12 (144), Es 12 (144), Dmg +18, Def -14, also buffet, charge, dive, dragon breath, dragonawe, mysticism (necromancy), sorcery (aeromancy, divination, electromancy), swallow whole, and swoop.

Background: Krackel, a mischievous wyrm, displays a penchant for cruel jokes against her enemies and often works embarrassing and somewhat dangerous pranks against her companions. However, her well-known ferocity in battle has earned her the right to get away with tricks that might draw punishment to wyrms of lesser status.

Spellcasting Saga Style in the Fourth Age

The style of magic used in the Fifth Age is quite different from that used before the Second Cataclysm. Fifth Age magic is a free-form process that each spellcaster can shape to his or her individual style. How, then, are you supposed to use SAGA rules to roleplay spellcasters in the Fourth Age? While we have no hard and fast answer to this question, we do have a few suggestions:

• The easiest answer is to play using the normal SAGA spellcasting rules. However, read on to discover other possibilities.

• Priestly spells require successful average *Spirit* actions, while High Sorcery spells require successful average *Reason* actions. These actions are resisted with Presence or Perception scores, as usual. The number of spell points required to cast a spell is determined by squaring the spell's level. For example, a 5th-level spell costs 25 spell points. All spells are cast instantaneously. Additionally, to determine the number of spell points available to a caster, multiply the applicable ability score by the hero's accumulated quests.

• All spells mentioned in this adventure have completely predictable and repeatable results. Those familiar with the AD&D game know exactly what each of these spells is capable of, but those who have roleplayed using only the SAGA rules will find that spell names are generally self-explanatory. It is more important for you to be consistent and fair in rulings than it is for you to accurately recreate the exact effects that AD&D spells generate. It is advised that Narrators look over each available spell list and decide what effect each spell that is mentioned will have. Also, players must choose spells that their casters can use each day. The hero must spend at least one hour memorizing or praying for these spells after sleeping for at least eight hours. Once a spell is cast, it is no longer available for use (even if they have spell points remaining), unless the caster memorized or prayed for multiple castings of the spell.

• Each day, the hero may memorize a number of spells equal to the number of quests that they have completed. They can choose spells whose level is equal to or lower than half the number of quests they have completed (round up).





STARTING THE ADVENTURE: PALANTHAS

Palanthas is the most fabled city of Krynn, and it now reels in the midst of unprecedented turmoil. It serves as the home to some heroes and the adopted land to others. For those heroes who are Dark Knights, the city is the symbolic prize of a swift and unparalleled conquest.

The *Chaos Spawn* adventure is designed to begin in Palanthas. A Dungeon Master can, of course, modify the scenario to fit a pre-existing group of adventurers who are currently somewhere else on the world of Krynn. If possible, though, the party should find its way to Palanthas before the start of this story. The adventure structure allows the Dungeon Master and players to focus as much or as little on this great city as they want. (For this reason, Dungeon Masters can bypass this section entirely and move directly to Part One: Heights of Vingaard.)

The text of this adventure does not try to detail Palanthas as a game setting. Those who have the *Seeds of Chaos*, the optional prequel to *Chaos Spawn*, already have an in-depth look at Palanthas. The dramatic supplement *Palanthas*, by Steven "Stan!" Brown, also gives a good view of the city. The setting of that book is during the Fifth Age, specifically some thirty-four years after *Chaos Spawn*, but much of the city remains the same.

A CITY FOR THE AGES

Crown jewel among the cities of Solamnia, Palanthas has long been heralded as a center of learning, culture, magic, religion, and trade. The most skilled artisans in silver, steel, fabric, gems, and many other trades come here. The richest nobles from a dozen realms maintain houses here. Ships from every harbor in the known world make Palanthas a port of call. Surrounded by mountains, curled at the end of the deep Bay of Branchala, Palanthas is at first impression a place of white stone and green trees. Manors and walled compounds are visible beyond crowded markets and wide avenues. The city also has narrow side streets, and many, many dwellings resemble hovels more than mansions. Because of the tall trees that grow even in narrow alleys and small yards, these unsightly features are not at first apparent to the casual observer.

For more than a thousand years, Palanthas stood as an unconquered center of civilization, surviving great wars and monstrous scourges unscathed. Just a few decades before the time of this adventure, however, a pair of invaders ravaged the city. The Death Knight Lord Soth strode the streets unchecked, spreading a wave of terror, and the Blue Lady, Kitiara uth Matar, brought a floating citadel into the skies overhead and rained death upon Palanthas. The invaders were eventually defeated, but much of the city was left in ruins. Although the damage has by now been largely repaired, memories of that horror lingered in enough people that Palanthians, for the most part, had no will to resist the conquest of Ariakan's Dark Knights.

ARCHITECTURAL WONDERS OF THE WORLD

Several fabled buildings stand in Palanthas, and when the city is viewed from the bay, or from the mountain road, or from any of the narrow trails leading into the place the following landmarks are easy to spot and identify:

Tower of High Sorcery

The Tower of High Sorcery, one of the great citadels of magic, rises from the Shoikan Grove. Black and slender, it thrusts into the sky like a solid shadow. The grove is known to be a terrifying place under the protection of horrible undead. The tower itself is utterly mysterious to anyone not familiar with Krynn's three schools of magic: the wearers of robes of black, red, and white. The Dark Knight conquest has had little effect on the Tower of High Sorcery.

Temple of Paladine

A proud white steeple dominates the Temple of Paladine, which stands very near the Tower of High Sorcery. This great edifice was constructed (and repaired) within the last thirty years, following the War of the Lance. The sick and the needy come here for care, and the devout can cloister themselves for the study of Paladine and his fellow gods of Good. Recently, however, the Dark Knights have cordoned off the temple grounds.

They interrogate those who come and go, but thus far have not defiled the temple itself.

The Lord's Palace

The Lord's Palace dominates the city's central plaza. Replete with towers, gardens, and a vast marble facade, it is a building of splendor and beauty. For centuries, the seat of the city's government has served as the headquarters of the benign lord who presides over the peaceful affairs of Palanthas. Recently, Dark Knights have taken over the palace. Their banners of black and red, especially those featuring the Death Lily, now dominate the stone facade. A large stockade has been erected in the square and was used immediately after the conquest as a holding yard for prisoners. Since the start of the Chaos War, the Dark Knights have allowed those prisoners to leave.

The Great Library of the Ages

The library that houses Astinus Lorekeeper is the keeping place of Krynn's history—all of it! Aided by an extensive network of Aesthetics and field historians, Astinus has scribed tome after tome detailing the story of every person who ever walked the world. This building, an immaculate structure of white marble, dominates an entire street and is surrounded by numerous wings. As of this adventure, the Dark Knights have established regular patrols around the library, but—as with several other cherished landmarks—they have allowed Astinus and his staff to proceed as they did before the conquest.

The Old City Wall

The Old City Wall consists of a double ring of white stone and is an ancient barrier that once sheltered all of Palanthas within its protective ring. Now, however, the city has sprawled far beyond the wall so that it seems to encircle only the city's heart. In seven places, major avenues pass through the wall, and a pair of lofty minarets flanks each of these gates—another feature of the city visible from just about anywhere. In places, the wall has broken away, sometimes opening gaps all the way to the ground. Indeed, where it once met the waterfront at each end it has now collapsed to leave two sizeable openings. During the invasion, Dark Knights breached the old wall without difficulty. They now have guardposts at each gate and have done some work toward repairing the breaches in the barrier.

The Waterfront of Palanthas

The waterfront has typically been a bustling center of commerce. Many docks and piers jut far into the deep waters of the Bay of Branchala, and numerous warehouses and marketplaces line the area beyond the wharves. However, the Chaos storms have brought a stop to most ocean voyages. Many of the dark-sailed ships of Ariakan's fleet lay at anchor off the quay, while numerous merchant vessels of all shapes and sizes are lashed to the piers. Even the fishing boats have, for the most part, stayed in port, as their crews have recently failed to bring home much in the way of catches. The water extends as far as one can see to the north—standing brackish, warm, and still.

Palanthas Thieves' Guild

The city's Thieves' Guild occupies an anonymous warehouse near the waterfront. The building is flush up against the Old City Wall, and all the doors and windows are boarded up, except for one small door in a back alley. The approach to this door is a narrow, winding path guarded by several watchposts and is always observed by crossbow-armed guards. Ariakan executed the Guildmaster of thieves, Lynched Geoffrey, within days of the city's conquest. Although the Dark Knights undoubtedly know where the guildhall is, they have thus far left the rest of the thieves alone—except for those who are caught plying their trade. In this case, hanging is the usual punishment. Still, the thieves are stubborn and numerous. In reaction to the occupation, they have devoted their energies toward helping those who would resist the conquerors. Common thief activities now include spying on the Dark Knights and aiding the families of Solamnic Knights to escape the city before they can be captured and sent off on the ominous transport ships.

The Tunnels

The tunnels of the Old City provide a complete network of passages around Palanthas, especially that part within the Old City Wall. This network is an extensive maze known to be inhabited in some places by dangerous denizens, including rats, nasty undead, and renegade draconians. Still, the thieves have mapped out the passages, and one who knows the secret code—or is guided by a knowledgeable thief—can often make his or her way around town safely out of sight of the Dark Knight patrols. Those interested can reach virtually any major intersection underground, though the connections to the surface through drainage grates and manhole covers sometimes fall under the eyes of the Knights of Takhisis.





PALANTHAS IN CHAOS

The occupation of the city was thrown into turmoil by subsequent developments in the world. Just a few days before the start of this adventure, Ariakan marched almost his entire army out of the city, moving into position at the High Clerist's Tower—the fortress that has always dominated the land approach into Palanthas. He left only a few of his forces (possibly including heroes; see the pregenerated heroes for details) in the city.

These Knights have been forced to abandon all the typical roles of occupation. The checkpoints into the city are unmanned, and the hundreds of prisoners in the stockade beside the palace have been released. For the most part, the Dark Knights left behind wait nervously in the palace, hoping for word from Ariakan. Instead, only silence comes from the pass. Two or three blue dragons, mounts for several Knights, have made themselves at home in the landscaped gardens behind the palace.

Rumors have spread wildly, with people talking about whole armies of savage creatures or horrors even more lethal than undead. The sun has blazed starkly red, blasting the city and the world with an onslaught of unnatural heat. There are no clouds, but the stillness of the dry air has turned the sky into a shade of pale, lifeless white—like a shroud of death, more than one frightened observer has whispered.

No traffic has come out of the Vingard Mountains in the last few days. The air over the heights shimmers with heat and sometimes seems to roil with an aura like invisible smoke. A few ships have rowed their way to the port; the terrified sailors on board speak of the unnaturally still waters of the bay and of bizarre and unnatural storms raging across the ocean beyond.

A SPARK OF HEROISM AND HOPE

A day or two before this adventure begins, the city was visited by the goddess Zeboim. (She was brought by the actions of a few brave heroes during the events described in the *Seeds of Chaos* adventure.) The goddess warned of a coming invasion, a battle worse than anything that the peoples of the city have ever seen. She also bestowed her blessing upon many weapons, including those in the city's great armies, and she informed the people that only weapons blessed by a god would prove at all effective in combating the coming scourge.

All hero weapons are assumed to have received this blessing. While it does not affect the magical

modifiers of the weapons, it renders even non-magical weapons capable of striking creatures of Chaos. *{These weapons are considered blessed weapons of distinction and receive a +2 bonus to attack actions and damage calculations. Weapons that are already magical are not affected.}*

ABSENCE OF THE VISION

One of the great advantages that aided the Dark Knights in executing their lord's plan so well was the fact that they all shared the Vision. This is more than just a philosophy that the Knights had in common. Instead, the Vision embodied the arcane prophecy and immortal guidance that united all Knights of Takhisis, at least until the coming of Chaos. When Knights concentrated, opening their hearts and minds to the goddess, they would see her will and feel her approval. And they would know what to do.

Dark Knight heroes have noticed a frightening development that occurred only a day or so before the start of this adventure. With the advent of Chaos, the Vision has faded so much that no Knight can sense it anymore—an experience that is unsettling in the extreme. Now when Dark Knights search their souls for wisdom of their lord and their goddess, all they hear is silence.

BAY OF BRANCHALA

The morning of the adventure's first day, a massive wall of fog conceals the Bay of Branchala. People can spot the mist many miles away, and it seems to billow steadily closer to the waterfront. Anyone who stands there feels clammy moisture, which is a sharp change from the dry heat that has gripped the city for weeks.

Any heroes who attempt to explore across the water, either by boat or by flight (including on dragonback) find that the sensation of moist heat gets stronger as they approach. By the time they reach the fringe of the fog, they might as well be in a steam bath—sweat trickles from every pore, running into eyes, and soaking shirts and leggings. Heroes who try to press into the fog find themselves suffering even worse, to the point of taking damage from the heat unless they are magically protected.

The steamy fog is a barrier ten miles thick. Heroes (and dragon mounts) must make a saving throw vs. breath weapon every turn they spend in the steam. Success means that they suffer no damage; failure means that the heat inflicts 1d6 points of heat damage. In addition, for each mile into the steam, the saving throw suffers a -1 penalty, and the damage inflicted is increased by 1 point. For example, a hero penetrating four miles into the fog

would save at -4, and (if the saving throw fails) suffer 1d6+4 points of damage. Note that this effect continues even if heroes decide to turn around and get out of the fog—that is, they will continue to suffer until they again reach clear air. Should a hero fall unconscious due to damage and have no way to leave the area, he will die.

(Heroes must succeed at Endurance actions to avoid suffering damage from the heat. Five actions, increasing in difficulty from easy (4) all the way through desperate (20) are required to pass all the way through the steaming fog. Failure means that the hero suffers a number of damage points equal to the difference between the action total and the number needed. The hero suffers damage as long as she remains within the fog. If she makes it to the daunting degree of difficulty before turning around, she has to repeat the challenging, average, and easy actions until she is out of the fog. If she falls unconscious while inside the fog, she will die.)

Any heroes who penetrate all the way through the wall of fog see that the Bay of Branchala is actually boiling. The water churns angrily, and great bursts of steam constantly erupt into the air. The barrier of boiling water seems to stretch across the full breadth of the bay.

MOUNTAINS OF FIRE

As the adventure begins, any heroes who look toward the mountains see a disturbing sight. (If none of the heroes announces an intention to look that way, the Dungeon Master can call the view to their attention by the gasps of horror and pointing fingers of anyone they encounter on the street.)

The shimmering air over the mountains has thickened, and it now boils with dark smoke. Pillars of murky vapors rise from many of the summits, tangling and twisting in the sky to form a dark mass, blacker than any thunderhead, that billows far into the sky.

Flecks of brightness are visible at the base of the clouds, but these are not bolts of lightning. Instead, the yellow flashes surge upward in flickers of unnatural flame that make it look as though the mountains themselves burn.

The black smoke forms a vast horseshoe shape in the sky over the city, encircling Palanthas in all three of its landward directions. Filtered sunlight, still stark and lifeless, reaches the city through a haze, but the clouds continue to rise until it seems that the city may as well be in a deep hole, with the residents looking upward to a narrow patch of sky.

STALKING SHADOWS

The forces of Chaos have begun infiltrating into the city proper. This scene can occur on any street within the heroes' field of view:

Shrill screams pierce the air, as sounds of panic spill from a side street. Sounds of pounding footsteps echo down the street, and in moments dozens of people race into view. Some are crying, while others cast panicked glances over the shoulders.

"He was right there!" screams a woman, looking at her arm in horror, where a light cloak is half-draped over her. "We were walking together, and someone was putting a cloak over my shoulders . . . and then the blackness touched him and he was gone!"

If the heroes interview the woman, they find her partially hysterical. She knows that she was walking with someone—other witnesses remember her complaining about feeling a slight chill and getting a cloak from somewhere—but as they passed a patch of shadow in the narrow street, the benefactor vanished. Even worse, some male clothing is found in the street she was walking along. Most terrifying of all, she does not even remember who the man was, though she knows she sewed the cloak for someone! The woman knows that she has several children, but if further pressed, she doesn't recall having a husband and cannot remember who was the father of her children.

A deadly creature of chaos—a shadow wight—snatched the poor victim. This monstrous being slipped into the city and now randomly attacks people until it is killed.

The shadow-wight lurks in a small alcove in the side street (a cul-de-sac 20 feet deep and 10 feet wide). It is a murky area, and heroes cannot discover the monster unless they get within 10 feet of it. The shadow-wight tries to touch anyone who comes into its alcove.

◆ **Shadow-wight:** AC 4; MV 12, fly 24 (B); HD 5; hp 25; THAC0 15; #AT 1; Dmg nil; SA nullify; SD magical or god-blessed weapon needed to hit, immune to mind-affecting spells and poison; SZ M (6' tall); ML fanatic (18); Int average (10); AL CE; XP 4,000.

Special Abilities: Nullify—wight gazes at victim, who must make saving throw vs. death magic with -2 penalty. If save fails, and that character is subsequently hit in melee combat by the same shadow-wight, the character vanishes utterly, with even memories of that character's existence nullified.



◆ **Shadow-wight:** Undead. Co 6, Ph 15, In 5, Es 9, Dmg N/A, Def N/A, also delude, despair, incorporeal, nullify, and immune to mentalism, normal weapons, and poison.

Shadow-wights first take on an appearance most unsettling to their victims; one touch causes a victim to vanish and causes all memories of the slain character to vanish.

BREAKING NEWS

During the first day of the adventure, several words of dire portent reach the city. The Dungeon Master can read the text below at an appropriate time—ideally, when the heroes go out onto the streets or visit a public place.

Hooves clatter along the cobblestones, and a screeching voice shouts, "Make way!"

In seconds, a huge warhorse lumbers into view. The animal's chestnut flanks are lathered, and its head is slung low as it trots doggedly along. It wears the saddle and bridle of a horse from Ariakan's army. But the rider is no Knight. Instead, a small, wiry man dressed in rags shouts angrily, scattering pedestrians out of the street.

"Get back, I say! I bring terrible news—disaster at the High Clerist's Pass!"

If the heroes stand back, the rider makes his way to Dark Knight headquarters to make his



report to the Knight left in charge of the city. If accosted, however, he does not resist; instead, he tells his story to whoever stops him.

The man is Farrian Muleskinner, and he is an armorer in Ariakan's army. He had been sent out of the fortress to help bring up more supplies from a cache that they had left in the town of Yarus. When he and his fellow teamsters had taken the wagons back to the tower, they found that Ariakan and his army were entirely gone. As soon as they entered the gates, his comrades vanished into the shadows of the fort. Farrian fled on foot, found this horse a few miles away, and rode all the way to the city.

If pressed, he cannot remember the names or faces of any of his companions—a fact that drives him nearly to despair. He does remember a few Dark Knights, such as those who died while taking the town initially and those who stayed in town.

Panic in the Streets

The news brought by Farrian spreads through the city in a matter of hours, and people begin milling in the streets, angrily demanding more news. Fear bordering on hysteria begins to build, and the Dungeon Master can stage encounters of thugs and bullies stealing horses, boats, wagons, and other transport from those unable to defend themselves. The few Dark Knights present probably try to retain some sense of order, but there are not enough of them to make much of a difference.

Some citizens pack their belongings, but they feel an increasing sense that they are trapped and that there is no good way out of the city. It is now common knowledge that the Bay of Branchala is impassable because of the boiling sea. Along the Vingaard crests, the flames flare brightly, creeping down the slopes, slowly closing in on the city from the east and west. To the south (toward the pass), the sky is hazy, but not obscured by smoke.

If the Dark Knight commander is a nonplayer character, he decides to send a reconnaissance party to the High Clerist's Tower. He orders any Dark Knight heroes to make this trip—on drag-onback. The heroes can include companions of their choice, including non-Dark Knight heroes.

If the Dark Knight commander is a hero who doesn't think of this, or if the heroes do not include a Dark Knight, they should be approached by a delegation of important citizens. Knowing them to be true Heroes of Krynn, the delegation beseeches the heroes to make a journey to the pass and try to learn what's happening at the Tower of the High Clerist.

This task is the objective for Part One of the adventure.

PART ONE: HEIGHTS OF VINGAARD

The narrow pass guarded by the High Clerist's Tower lies some distance south of Palanthas, but because of the rugged Vingaard Mountains, the lofty fortress guards the only good overland route into the city. To either side of the pass, the mountain range extends in an array of lofty peaks, which are usually dazzling and snow-capped. Now, in the midst of the Chaos Storm, these summits are shrouded in smoke and, in many places, actually ablaze.

The heroes may journey to the pass either by following the road or by flying on their dragons.

TO THE TOWER

The highway known as the Knight's High Road, is paved over its entire length and stretches wide enough for the largest of wagons to roll along unobstructed. In several places, it crosses small streams by means of a solid stone bridge that is every bit as wide as the roadway. The village of Yarus straddles the road, marking a place almost halfway from the city to the pass. The stretch of roadway between Yarus and Palanthas is generally flat, with wide shoulders flanked by meadows, streams, and small groves.

Yarus is a small hamlet, though it boasts numerous inns, as well as stables, smithies, and wainwrights. Most of these businesses, naturally, exist to serve those who are traveling along the highway. During the Dark Knight occupation, Yarus served as a supply depot. With the defeat of the army at the pass, many barrels of oil, crates of food, and bundles of weaponry remain in the village. No garrison of Knights works here, but even so, the citizens have too much fear of Ariakan's soldiers to dare tamper with any of the unprotected supplies.

From this village, the road begins a steep ascent into the mountain range. It winds through deep valleys and snakes along steep slopes. In many places, the road has been excavated right into the shoulder of a precipitous mountainside. During these stretches, numerous wide shoulders allow clearance so that if two large wagons meet each other, one can pull off to the side while the other passes. The rule of thumb is that the wagon rolling uphill has the right of way—though, of course, a party of Dark Knights traveling in either direction will claim this right over any civilian traffic.

During the last few miles before the High Clerist's Tower, the road passes through a steep-walled gorge. The summits to either side are blocked from view by the lower cliffs, so travelers get the impression of being in a narrow ditch with only a thin strip of sky visible overhead. Even in periods of good weather, the sun rarely reaches the ground in the depths of this canyon, leaving the area with a permanent feeling of damp chill.

It is only during the last mile of the route that the tower becomes visible:

The road curls around the shoulder of a lofty cliff, and suddenly the Tower of the High Clerist comes into sight, rising like a marble needle into the sky before you. The last approach to the tower climbs steeply, and before you the fortress fills the entire breadth of a narrow pass. Lofty heights rise to the left and right, but the Tower of the High Clerist—with its high walls, broad gates, and spire that rises so proudly upward—seems equal to the natural elevations all around it.

The sides of the fortress are streaked with soot and other discolorations. Smoke rises thickly from one of the highest parapets, as if a fire still rages there. Everywhere else, plumes of murk and smoke swirl around the walls and towers, dancing sinuously with every twist of the wind.

Heroes who are following the road are spotted by the fire dragon guardian of the tower during this last mile of the approach. (See below for game descriptions.) The monster swoops down to attack them as they approach the gates.

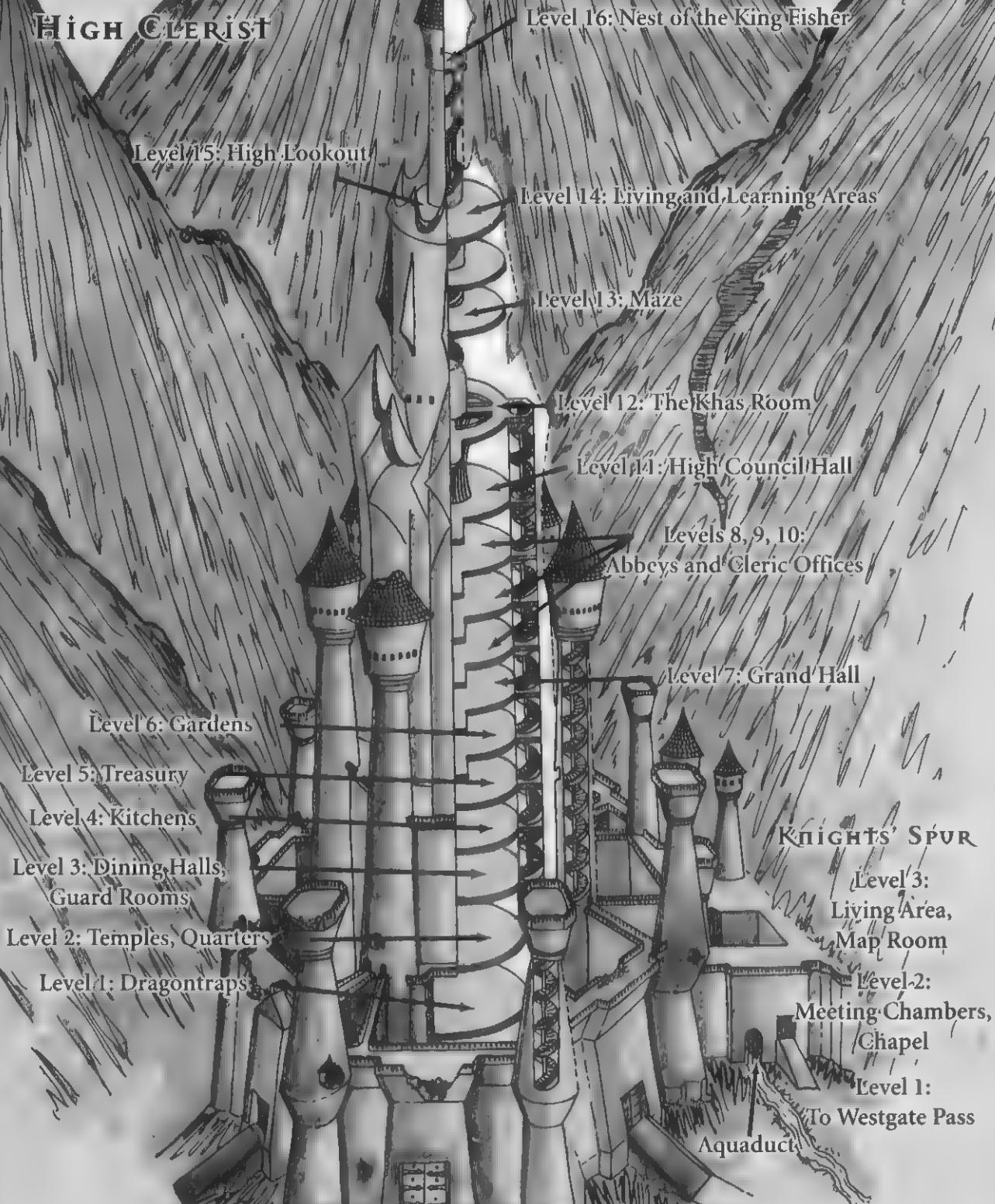
If, for some reason, the heroes are accompanied by dragon mounts but have chosen to walk along the road, the fire dragon summons his two allies before attacking.

THE SKIES OVER VINGAARD

If the heroes are flying by dragonback, they can choose any route to approach the High Clerist's Tower. However, the fires raging across the Vingaard Mountains make flight all but impossible over most of the range. The logical and clearest path to the tower means flying directly over the road. Any attempts to follow a pathway that leads



THE TOWER OF THE HIGH CLERIST



into the smoke-filled skies causes difficulties in visibility and breathing—except for heroes who are somehow resistant to fire.

Heroes who fly through the fringes of smoke on either side of the road must make a saving throw vs. breath weapon every turn that they spend inside the smoke. Success means that they suffer no damage; failure means that the hero suffers 1d4 points of damage from the raging heat and asphyxiating smoke. If the hero flies farther into the smoke than just the fringe, the saving throw suffers a -2 penalty, and the damage caused by failure is 1d6 points. If he plunges toward the center of the burn, the penalty increases (-4, then -6) and the damage is increased to 1d8 and then 1d10.

(Heroes must make successful average Endurance actions to avoid suffering damage from the heat. One such action must be attempted when the hero enters the smoke, and another one repeated for every five miles traveled inside the murky cloud. Failure means that she suffers a number of damage points equal to the difference between the action total and the number needed. If the hero flies farther into the smoke than just the fringe, the action difficulty is raised to challenging or even daunting.)

When flying characters come into sight of the tower, the Dungeon Master should read this boxed description:

The smoke swirls around, blocking visibility—until a gust of wind parts the vaporous barrier to reveal a breathtaking sight. Before you, the fortress fills the entire breadth of a narrow pass. Lofty heights rise to the left and right, but the Tower of the High Clerist—with its high walls, broad gates, and spire that rises so proudly upward—seems equal to the natural elevations all around it. Palisades and bulwarks spread to either side of the base of the tower, connecting the two cliffs that border the pass and establishing the fortress as a barricade that completely blocks the gap through the crest of the mountain range.

The sides of the fortress are streaked with soot and other discolorations. Smoke rises thickly from one of the highest parapets, as if a fire still rages there. Everywhere else, plumes of murk and smoke swirl around the walls and towers, dancing sinuously with every twist of the wind. A few torn and tattered banners are visible. Upon one of them, you can see the blood-red symbol of the Death Lily, torn and hanging by a single strand of rope.

Heroes and dragons that fly directly over the roadway are soon spotted in flight by the fire drag-

on who guards the tower. The monster summons its two comrades and takes to the air to meet the heroes in combat. Heroes who have taken advantage of the cover provided by the smoke (despite the discomfort and possible damage) can approach the tower unobserved and might thus have to battle only one, instead of three, fire dragons.

GUARDIAN OF THE TOWER

A creature of Chaos has made a home for itself in the loftiest of the tower's broad parapets, the place known as the High Lookout. This dragon of pure fire is one of the beasts who participated in the destruction of Ariakan's army. Since the battle, it has lolled lazily about the tower, though it maintains a watch for travelers coming along the road or flying through the clear skies from either direction.

During the hours of daylight, the dragon raises its head and examine the approaches to the tower every 1d10 minutes. (The Dungeon Master should roll this die *{draw a Fate Card}* as soon as the heroes come into sight of the tower.)

Upon seeing the heroes approach, the dragon launches itself from the parapet. If the heroes are not accompanied by dragons, the fire dragon attacks immediately. If the characters are mounted on serpents of their own, the fire dragon flies into the smoke to the northeast of the tower. Two turns *{twenty minutes}* later it reappears, accompanied by two of its fellows; all three fire dragons attack the heroes and their dragons.

Use the following game attributes for each of the dragons that appear:

◆ **Fire dragon:** AC -8; MV 9, fly 24 (C); HD 15; hp 77; THAC0 5; #AT 3 or special; Dmg 1d12/1d12/6d6; SA fire breath (Dmg 8d12+8), touch burns (1d8 points of damage), fear aura, normal dragon attacks—wing slap, tail slap, etc.; SD magical or god-blessed weapon needed to hit, immune to fire; SZ L (70' long); MR 25%; ML fanatic (18); Int low (6); AL CE; XP 18,000.

◆ **Fire dragon: Monster.** Co 12, Ph 70, In 4, Es 4, Dmg +65, Def -40, also dive, dragon breath, dragonawe, and immunity to normal weapons.

The fire dragons fight until they are killed or until they kill all the heroes or force them to flee more than a mile from the fortress. In the latter event, the dragon(s) return to the perch on the High Lookout and maintain vigilance constantly for the next twelve hours. After that, it goes back to its more casual practice of looking around once every one to ten minutes.





THE TOWER OF THE HIGH CLERIST

This historic edifice still stands, but the scourges of two recent battles remain visible on every wall surface, on the patched, battered gates, and wherever one wanders within the labyrinth of the great fortress. See the map for an overview of the High Clerist's Tower. This graphic portrays the fortress as it looks from the east.

LOCAL HISTORY IN A NUTSHELL

The Knights of Solamnia erected the tower in the long distant past. For more than a thousand years it stood, unconquerable, as the barrier blocking the way to Ansalon's greatest city. In every great war, the fortress has been defended heroically. From here, the legendary Huma set forth with his mighty dragonlance, riding the silver dragon called Heart into battle against the minions of the Dark Queen. It was that epic victory, more than a thousand years before the Cataclysm, that resulted in a pact banishing dragons from Ansalon. Takhisis herself was wounded and in her pain agreed to the pact that left the world to men and their other two-legged kin. The great empire of Solamnia achieved its heights of culture and civilization in the centuries following Huma's war.

Most recently, during the War of the Lance in 351AC, the tower served as the site of the epic victory where the Knights of Solamnia finally stopped the advancing hordes of the Dark Queen. From the tower, the armies of Whitestone subsequently swept eastward to victory.

However, this epic record at last ended as, during the Summer of Chaos, the tower's defenders were defeated not once, but twice. First, the army of Lord Ariakan swept the Knights of Solamnia from the parapets—aided by the sudden withdrawal of the Good dragons, who were compelled by Paladine to abandon the fight and save themselves for a greater battle.

Then, only a few weeks later, the onslaught of the Chaos swarm all but annihilated Ariakan's victorious army. Now, as the heroes approach the place, the fortress stands more like a haunted ruin than an indomitable defensive bulwark.

GAINING ENTRY

The tower's gates and doorways are closed, but they are not fully barricaded. A dragon can force open any of the portals. If the heroes try to do so,

they must succeed at a Bend Bars/Lift Gates roll. The percentage chance of success is cumulative for all heroes (up to six) who help push on the gates. For example, three heroes with strengths of 15, 17, and 18/00 have 7%, 13%, and 40% chances respectively; success is based on one roll with a 60% chance of opening the gate. If the group fails on one gate, they can try another one.

Alternatively, the heroes can attempt to climb the walls or, if they have any flyers among them, simply land on the open parapets above the fortress walls. The doors leading from the parapets into the tower are also closed and locked, but these may be forced open with a normal Open Doors procedure.

(Opening the gate is an action of impossible difficulty, for one hero. However, in addition to card play, the hero who tries to open the gate can also add 1/2 the Strength score, rounded down, of every hero who helps her try to open the gate. Up to six heroes can try. If thwarted on one or more attempts, the party can try other means of access until they find a door or gate they can force open. Opening any doors requires a successful challenging Strength action.)

THE PARAPETS

All of the parapets are marked with signs of battle and littered with the remains of victims as described under the "Signs of Recent Battle," below. In places, the stone walls and parapets themselves have broken away, while scorches and deep gouges mark many of the other surfaces.

Smoke swirls through the air, which apparently blows through the conflagrations on the nearby mountains. Heroes near the Knight's Spur find this smoke uncomfortably thick; everywhere else it is just a vague nuisance.

INSIDE THE TOWER

While the tower is a fascinating setting for exploration, this product's purpose does not include providing a room-by-room description of the place. Instead, several general characteristics are described, together with the places most significant to the course of the *Chaos Spawn* adventure. The Dungeon Master should freely embellish these descriptions as much as desired. Much more detailed information about this locale can be found in *The Atlas of the DRAGONLANCE World*, the adventure DL8 *Dragons of War*, *DRAGONLANCE Classics 15th Anniversary Edition*, and the dramatic supplement *Palanthas*.

Wherever the heroes might go within the tower, they have to be alert for traps. These pitfalls were

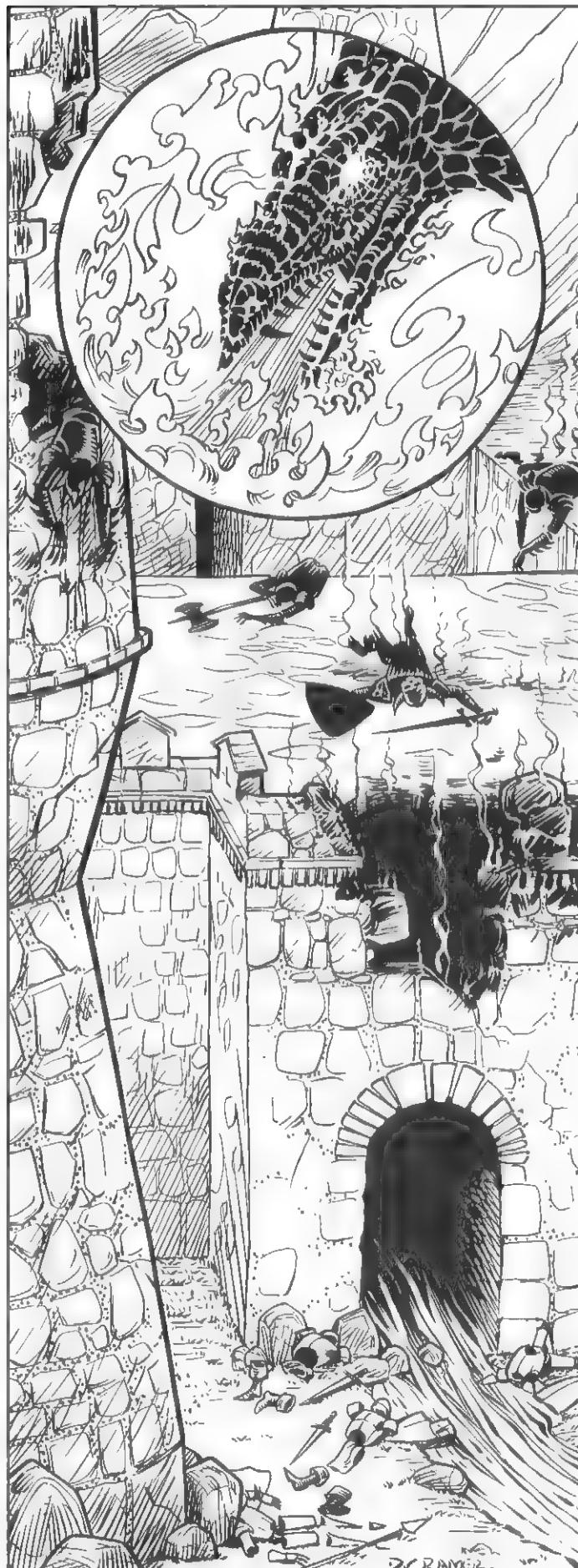
constructed as obstacles to invaders, with members of the tower's garrison marking and carefully avoiding them. Before battle, they removed all such markings to avoid giving that information away to an invader. No one survived to restore the traps' markings.

The Dungeon Master can introduce these traps as often as desired. Heroes can attempt to check for these traps {attempt Perception actions of varying degrees of difficulty}. Solamnic heroes should be reminded that the tower has always been home to traps. They include several types:

- ◆ Simple pit traps with false floors, designed to give way under the slightest weight, depositing heroes into holes ranging from 10–60 (1d6×10) feet deep. Some of the pits on the lower levels have deep water in them, which can decrease the damage slightly if the pit is shallow. Allow heroes with appropriate nonweapon proficiencies to modify their fall somewhat so as to take less damage. *{Heroes take 3 damage points per 10 feet, unless they succeed at average (10–20 feet), challenging (30–40 feet), or daunting (50–60 feet) Agility actions to modify how they fall. If successful, they suffer only 2 damage points.}*
- ◆ Crushing traps, where great sections of rock are designed to topple from the ceiling and upper walls to smash down on intruders who pass below. The damage suffered by heroes is 5d10 *{draw five Fate Cards}*.
- ◆ Chute traps, where a section of floor gives way but, instead of dropping the victims into a pit, the fall carries the unfortunate one down a chute and right out the side of the fortress. These are especially nasty in the upper levels, of course. See the pit traps for damage possibilities.
- ◆ Imprisoning traps, where heroes in a hallway or room trigger blocks that fall down and trap them in an area with no windows or obvious doors. (Secret doors usually allow escape.)

SIGNS OF RECENT BATTLE

The detritus of the last brutal conflict lies everywhere in the fortress, adding to the grim and ghostly atmosphere of the place. The Dark Knights stood and fought bravely, but the force of the attackers was too great, and virtually all the defenders paid for their courage with their lives. In every case, the specific nature of the attackers determines what kinds of remains the heroes are likely to encounter now, some two weeks after the vicious battle. If you want to randomly determine the attacker in a specific area, roll 1d10 and use





the result as follows {draw a Fate Card}. Rats have gnawed some of the bodies, but the presence of the fire dragon has thus far held the vultures and crows at bay. However, if the heroes have slain the fire dragon, they soon find that carrion birds begin to circle overhead, landing on parts of the ramparts away from the heroes to commence a gruesome feast.

Result	Encounter
1-5	Shadow Wights
6-8	Daemon Warriors
9-10	Fire Dragons

Shadow-Wights

In many places, shadow-wights overwhelmed the Knights of Takhisis, and in the characteristic and horrible proof of these deaths, the victims' bodies completely disappeared. However, all clothing, equipment, and personal effects of these hapless warriors remains scattered about, where it fell to the ground at the instant of the wearer's death. (See "The Upper Reaches" for information on loot that might be found on the bodies.)

Sometimes, especially on the outer breastworks, a whole rank of helms, armor, shields, and swords mark where a line of Dark Knights was overwhelmed. In other places, more likely inside the fort, the gear of one or two warriors, or the boots and clothes of stablehands, or the clothes and aprons of cooks, and so forth, lies on the ground. Typically, the fortress walls and gates in the areas where the shadow-wights attacked are not badly damaged.

Fire Dragons

At other places, charred bodies and blasted fortifications mark the horrific attacks of fire dragons. These monsters tore away at the stone breastworks, bashed in doors, and often fried their victims with attacks of crackling heat. The fire dragons inflicted the most damage on the fortress itself, smashing holes in walls and tearing away great sections of flooring and parapet.

Some of the bodies are torn limb from limb, and all bear marks of scorching and intense heat. The stone walls and floors are scoured by claw marks and discolored by soot and flame. They still reek of sulfur, especially in interior areas of the fortress.

Daemon Warriors

Daemon warriors slew still other Dark Knights. These victims show the gaping wounds of powerful weapons, or the rending cuts of powerful

talons and lethal fangs. Fire or heat does not mark the corpses, but expressions of horror or despair typically distort the faces of the dead.

Like the fire dragons, the daemon warriors also inflicted damage to the physical structure of the fortress. However, these scars are more precise than the wholesale destruction wrought by the flaming serpents. Here and there, the daemons have punched holes in the walls, bent the bars protecting a window, or kicked through a door or gate to leave a scattering of torn, splintered wood and violently twisted metal behind them.

THE UPPER REACHES

Levels five and above, as shown on the tower map, did not suffer as much damage during the battle as did the lower parts of the fortress. In a few places, small detachments of Knights fought and died in the face of the Chaos onslaught, but most of the fighting occurred on the lower levels. The air inside the tower is relatively smoke-free, though the stench of death and carrion pervades everywhere.

Heroes who explore the upper parts of the fortress find that many of the material components of the tower have been left intact—the Chaos creatures did not plunder or loot in the manner typical of mortal conquerors. Thus, the ornate gardens that decorate much of the tower show few signs of battle, though the flowers, fruit trees, and other plants have withered from the effects of the hot summer. Furthermore, the pools and fountains that once provided clean water to the heights of the fortress have dried up.

Likewise, the treasure rooms and armories of the tower have not been plundered. If the heroes explore these areas, they find strongboxes of gems and coins, as well as weapons of virtually every type. All of the weapons have received the blessing of a goddess—in this case Takhisis—so that they can inflict damage on creatures of Chaos.

Heroes who do not possess magical weapons and armor can find swords, shields, plate mail, chainmail, daggers, spears, and so forth with +1 level of enchantment. Such a search typically takes 2d6 turns before yielding an item. {Heroes may find items of distinction amid the remains of the battle in the tower. Such a search takes one hour and requires a successful average Perception action.}

On the levels where the clerics, Knights, and army commanders maintained their offices, heroes who search find detailed records of the army's deployment, numerical strength, and readiness for battle. They do not, however, uncover any reports of the actual battle for the simple reason

that anyone who could have written such a report was killed in the fighting.

Heroes who ascend all the way to the High Lookout or the Nest of the Kingfisher might notice an unusual phenomenon if they look downward. The Dungeon Master should roll a secret Wisdom check (*call for a challenging Perception action*) for any hero in one of these high vantages. Success means that the hero notices that, amid the smoke swirling around the fortress, extra smoke is rising from the area of the Knight's Spur.

THE LOWER REACHES

Levels four and lower show many scars of battle. Smoke wafts through these areas thickly enough to be an annoyance, but it is not really dangerous or asphyxiating.

Virtually every room, hallway, and door is the scene of carnage, with the remains of the victims determined by what type of attacker fought there. Loaves of bread and bowls of fruit rot in the kitchen and dining areas. The guardrooms and barracks show signs of routine interrupted, with cards, dice, clothes, and extra equipment scattered haphazardly as Knights donned weapons and girded themselves for war.

Because of the rotting food, the kitchen and dining areas have become feasting grounds for rats, and the forces of Chaos have mutated these creatures into monstrous versions of themselves. These giant rats are constantly hungry and very aggressive.

They attack anyone who enters their domain. The first group of rats encountered number a dozen, but the sounds of combat rapidly draw reinforcements, such that every 1d6 rounds another dozen giant rats join the fight. (*To determine when the next wave of rats attacks, the Narrator should draw a card from the Fate Deck and subtract 1 from the number shown on the card. This is the number of minutes that passes before twelve more rats show up. If a 1 is drawn, the Narrator should discard that result and draw again, until a higher number results.*)

◆ **Giant rats (12):** AC 7; MV 12, swim 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1d3; SA disease; SZ T (2' long); ML unsteady (7); Int low (6); AL NE; XP 15.

◆ **Twelve giant rats:** Animals. Co 6, Ph 2, In 2, Es 2, Dmg +2, Def -1, also infect.

The dragon traps are the very deepest level of the fortress. These tunnels are dark and quiet, and they do not show scars of battle for the simple reason that the attackers never penetrated here. Several of the large, cavernous halls have evidence that dragons laired here recently; blue scales are scattered on the floor, and a hint of ozone lingers in the air, a smell reminiscent of a nearby lightning strike.

On the lower levels, and near to the dragon traps, are the fortress dungeons. These too were spared the scourge of battle. Now the cell doors gape open, and in several cases, the heroes can find rings of keys hanging in the locks.



THE KNIGHTS' SPUR

The Knights' Spur is a small battle platform located off to the side of the main fortress. Heroes who venture here see that smoke is seeping upward from somewhere within the fortress, swirling through the air and occasionally forcing a fit of coughing.

The area shows signs of desperate fighting reminiscent of both fire dragons and shadow-wights. As in other parts of the fortress, the Dark Knights died valiantly. Those slain by the wights left only their equipment. However, those scorched or torn by the fire dragons differ in that many of the corpses have been partially devoured, often leaving mere grisly skeletons amid the torn rubbish of clothing and equipment.

A hero who makes a successful Wisdom check (*an average Perception action*) sees that though they are covered with dragon teeth and claw marks, these corpses have been eaten by giant rats.

The high walls of this part of the fortress shelter a deep, shadowed courtyard. Anyone standing in this enclosure gets the feeling of standing in a deep hole, with sheer walls rising on all four sides. Along one edge of this courtyard flows the stream that has historically provided the fortress with a steady supply of fresh water. The stream spills from a narrow cave right in the mountain wall, a source that is protected by the fortress walls from an enemy's attempt to poison or interrupt the flow.

The air in the courtyard is murky and sulfurous—more so than anyplace else in the tower. The source of the smoke is not immediately obvious. However, heroes who stand in the courtyard can possibly look around and discover a strange alteration. Anyone trying to figure out where the smoke is coming from can attempt a Wisdom check (*an average Perception action*), with success indicating that they have observed the following:

A section of the courtyard wall adjacent to the mountainside has suffered damage typical of the rest of the fortress: Some of the stones have been knocked loose, and long cracks score what was once a smooth surface. The whole face looks as though it is in danger of imminent collapse.

Wisps of yellow-gray smoke obscure much of the wall. As you look carefully, you see that the smoke is actually originating here, welling up from within the mountain to spill out through the crack.

The smoke is the sign of a cavern that has been hollowed right through the bedrock of the

Vingard Mountains. That opening is a deep channel created by the convulsions of Chaos, and it leads into the subterranean depths.

The stones of the wall are relatively loose, and a hero can bash an opening through them by succeeding at an Open Doors roll (*a challenging Strength action*). If they accomplish this, the heroes see the following:

A yawning hole, murky with smoke and ripe with the smell of sulfur winds into the darkness. Loose rock is strewn along the floor, and the rocky walls of the tunnel show signs of freshly scarred rock and violent convulsion. The smoke wafts outward enough to limit vision, but it doesn't come out thickly enough to choke you.

If the Heroes Don't Find the Cave

It is important for the rest of the adventure that the heroes attempt to explore this cavern. If they don't find the entrance, the Dungeon Master should lure them in this direction. For example, while they are exploring the rest of the fortress, they could hear a piercing scream. When they check out the source of the noise, they can find that the rocks have been bashed away to reveal the cavern. If they are still reluctant, another scream can echo out of the hole, hopefully arousing their chivalrous instincts and sending them to the rescue.

If they have found the cave but show no inclination to enter, the same summons can draw them into the dark cavern.



PART TWO: CAVERN OF CHAOS

The fissure that the heroes discovered in Part One leads deep into the bedrock under the mountains. The floor is strewn with rubble, difficult to walk on, and impossible to cover silently—except for thieves who can succeed at the requisite rolls.

INSIDE THE CAVERN

The basic dimensions of the cavern are about 8 feet wide and 20 feet high, though it expands widely in many locations. Obviously, full-sized dragons cannot enter this passage. Dragons with the ability to shift forms can do so, allowing them to join the exploration. Neither kind of dragon is keen on entering this dingy, smokey passage, so unless the heroes use a lot of persuasion, the dragons announce that they wish to "keep an eye on things" around the fortress.

Heroes who enter the cave need infravision or some kind of light source, because within 100 feet of the entrance, the passageway becomes utterly dark.

Use the map of the caverns to mark the heroes' progress as they move into the darkness. The following encounter areas, labeled from One through Seven, are found in the cavern.

ONE: TOMB OF CHAOS

A shadowy chamber with an aura of death extends into the surrounding passages. If the heroes enter, they discover the following:

A trough of stone scars the floor in the middle of this chamber. Its walls form an unusually precise circle. The edges of the rectangular trough are splintered and broken, and smoke wafts upward from the unseen depths.

This hole was blasted from the rock by the force of a unique chaos being. Heroes who look into the trough are seized with a fit of coughing as the acrid smoke swirls around them. If they persevere (and succeed at a saving throw vs. breath weapon (challenging Endurance action)), they see that the hole is perhaps 15 feet deep.

In the stone floor of the trough is a human-shaped depression, almost as if a person had been

laying there and allowing the stone to form a mold around him or her. However, this human would have been more than ten feet tall.

A pair of shadow-wights guards the trough. These Chaos horrors lurk in the darkness at the base of the hole. They remain silent and motionless while anyone looks into the trough. However, as soon as the viewers withdraw, the shadow-wights slither up the rocky sides and attack.

◆ **Shadow-wights (2):** AC 4; MV 12, fly 24 (B); HD 5; hp 25; THAC0 15; #AT 1; Dmg nil; SA nullify; SD magical or god-blessed weapon needed to hit, immune to mind-affecting spells and poison; SZ M (6' tall); ML fanatic (18); Int average (10); AL CE; XP 4,000.

Special Abilities: SA—Nullify (wight gazes at victim, who must make saving throw vs. death magic with a -2 penalty. If save fails, and that character is subsequently hit in melee combat by the same shadow-wight, the character vanishes utterly, with even memories of that character's existence nullified).

◆ **Two shadow-wights:** Undead. Co 6, Ph 15, In 5, Es 9, Dmg N/A, Def N/A, also delude, despair, incorporeal, nullify, and immune to mentalism, normal weapons, and poison.

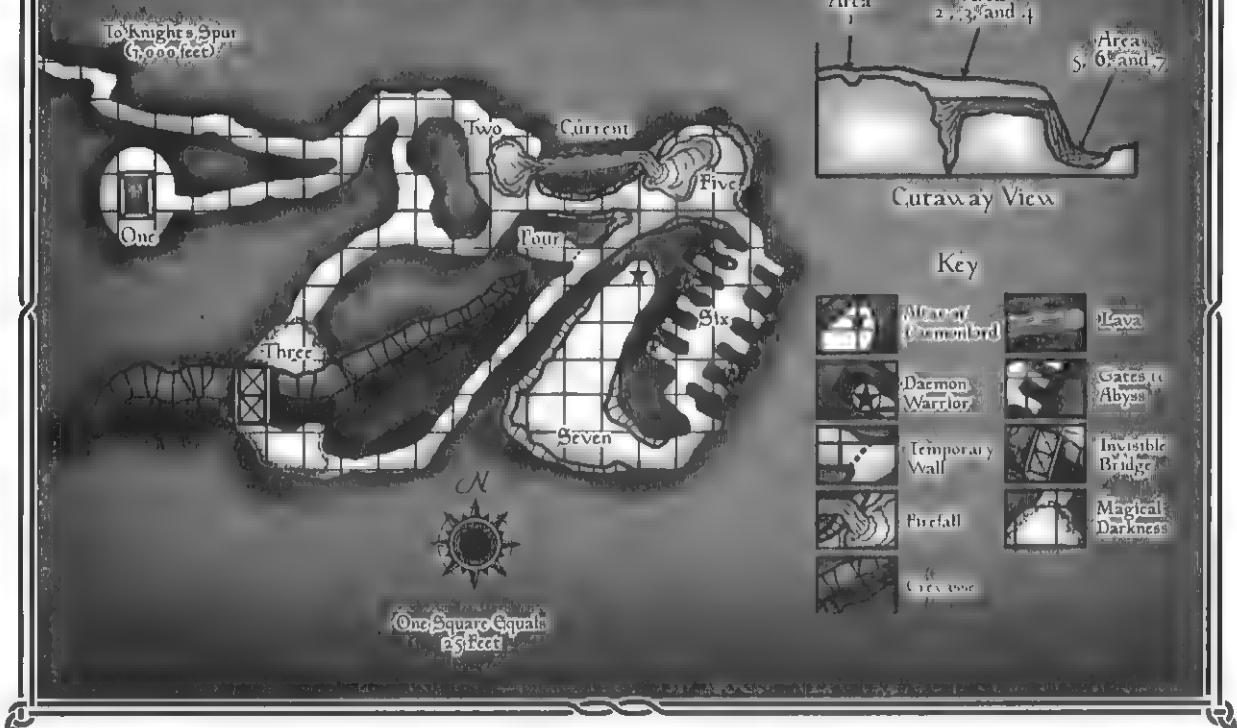
TWO: LAVA POOL

This chamber is hellishly hot, and a glimmer of crimson light spills from each of the entrances. Anyone who reaches one of these apertures is greeted by a blast of heat. The character must make a saving throw vs. breath weapon or suffer 1d6 points of damage. (*Heroes exposed to the lava must attempt a challenging Endurance action. If they fail, they suffer damage points equal to the difference between the player's action total and the number needed for success.*) A hero who suffers damage must recoil from the heat with nothing more than a glimpse of bubbling, liquid fire.

However, the hero can try and tough it out by making another saving throw (action) to get a better look. Whether that throw (action) succeeds or fails, the hero can study the chamber long enough to observe the following:



Caverns of Chaos



A pool of lava bubbles and seethes in the middle of this chamber. Tongues of flame lick upward, scouring the walls and ceiling. Crimson trickles flow from the pool, running through channels on the floor and finally passing into the labyrinthine darkness beyond.

The chaos beings raised this lava here because they need the heat of the liquid rock for a hideous rite that is about to occur (see "The Rite of Chaos," below).

Heroes attempting to pass through this room can walk around the rim of the lava pool without immolating themselves. However, they need to make a saving throw vs. breath weapon every round spent in the room. There is a -2 penalty to the saving throw, and failure means that the hero suffers 2d6 points of fire damage. (*Heroes must attempt a daunting Endurance action. If they fail, they suffer damage points that doubles the difference between the player's action total and the number needed for success.*)

THREE: GULF OF DARKNESS

A spell causing darkness abruptly obscures the passageway entering this area. (The area affected by the darkness 15[fm] radius spell is marked on the map.)

If the murk is not dispelled or otherwise magically thwarted, the heroes must explore this area by touch or, if they are clever, by sound and echo-location. For purposes of dispelling magic, treat the darkness as if cast by a 13th-level spellcaster. (*The magical darkness can be offset by a magical light spell that uses at least 15 spell points.*)

Just after the darkened area begins, the floor of the passage tumbles away into a vast subterranean canyon. This chasm is 200 feet deep and 50 feet across. The area of darkness extends as far as the map's shaded area portrays and halfway down to the bottom of the hole. The bottom of the chasm is lined with broken, jagged rocks, and serves as the nesting place for a band of giant rats. These fierce rodents quickly attack anyone who comes down to their territory.

◆ **Giant rats (12):** AC 7; MV 12, swim 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1d3; SA disease; SZ T (2' long); ML unsteady (7); Int low (6); AL NE; XP 15.

◆ **Twelve giant rats:** *Animals.* Co 6, Ph 2, In 2, Es 2, Dmg +2, Def -1, also infect.

If the heroes defeat the rodents, they discover two potions of healing, a scroll of fire protection, and a ring of cold resistance. (*The scroll of fire protection creates a bubble the size of a small house, which can fit up to twenty-six total humanoid*

beings. Those inside it can withstand any amount of heat. Unfortunately, this bubble will not move with the reader of the scroll. The *ring of cold resistance* provides a +8 action bonus to the wearer's attempt to resist cold. This treasure also negates his or her first 10 damage points from exposure to cold conditions or effects.)

A bridge spans the chasm, but it is utterly invisible. Heroes who cast a *detect invisibility* spell or use other magical means to the same end can see the bridge. Also, if a hero throws a handful of gravel or something similar toward it, the material can reveal the bridge. It is at the same level as the ledge upon which the party entered, so they might also discover it by probing into space with a pole.

If the heroes have the means to *fly* or *levitate*, they can cross the gulf and continue through the corridor on the far side. Alternatively, they may discover the invisible bridge that spans the chasm. This stone surface is strong enough to support a party of heroes. However, it has no barriers to either side, so the Dungeon Master may wish to penalize heroes who take too hasty an approach to this dangerous crossing.

If the heroes do not find the bridge or otherwise cross the chasm, they can reach the depths of the cave only by passing through the inferno around the lava pool (see "Two: Lava Pool," above).

FOUR: CELL OF THE DOOMED

The cell chamber begins as a small alcove in the corridor. Any hero who enters the alcove can see that the back wall is a smooth face of hardened lava—a stone surface very unlike the natural rock found throughout the rest of this cavern network. Furthermore, the stone is hot to the touch, though not dangerously so. (The warmth emanates from it because daemon warriors shaped it from molten lava within the last few hours.)

The heroes could break the shell of lava by smashing it with a hard object such as the butt of a sword or a kick from a hobnailed boot. This requires a successful Bend Bars/Lift Gates roll. A hero can pound on the surface several times, but each successive time the hero's chance of success is reduced to half, rounded down, of the previous percentage. For example, a hero with Strength of 17 has a 13% chance to Bend Bars/Lift Gates. If the first blow fails, the second has a 6% chance of success, the next a 3%, the fourth only 1%, and any subsequent attempts by that hero automatically fail. {Breaking down the barrier requires a challenging Strength action. Subsequent attempts increase in difficulty to daunting, desperate, and impossible.)

If the heroes knock the wall down, a heart-wrenching sight confronts them:

At least a dozen people are crowded into a small room. A few men and several women lay prone here, resting, though half of the prisoners appear to be mere children. They regard you with expressions of horror and recoil into the far corner of their tiny prison—all except an elderly woman who simply sits, numb and unresponsive, in the middle of the floor. Their clothes are ragged, and the men are unshaven. All of them look gaunt. Several brave fellows raise their fists and take protective positions in front of the rest of this unhappy lot. Some children whimper quietly, while others stare at you with wide, fearful eyes.

"If ye want to get to them, ye'll have to fight yer way through us, first!" growls one of the men, a burly fellow with dark eyes that flash determination and hatred.

Daemon warriors brought these frightened prisoners here after raiding and plundering their villages, located in the area just east of the High Clerist's Tower. So far as the prisoners know, they are the only survivors of their Chaos-scoured towns.

The man who spoke is Kairn Stonesmith, the de facto leader of these prisoners. Once the prisoners feel assured that the heroes mean them no harm, Kairn and several others willingly tell their story.

Only about half of the original prisoners still live. Daemon warriors took the others a few hours earlier. (The scream of one of those prisoners might have lured the heroes toward these caverns, if they were slow to explore the Knight's Spur.) None of these prisoners know where the others were taken.

Up until now, the prisoners still in the cell expected to die here. One of the daemons, as he led away two crying women, laughed and told the remaining captives "You might try to eat each other—that way at least one of you will live for awhile!" After that, more daemon warriors brought handfuls of molten lava and used the liquid stone to mold the wall that closed off the chamber.

Kairn suspects that some sinister purpose is behind the Chaos creatures' actions. He fears for those who were taken away, but doesn't know where they have gone. If the heroes are clearly an aggressive lot, unlikely ever to hesitate before initiating combat, the Dungeon Master can allow the heroes to learn via Kairn that the deaths of the humans have released a terrible being from imprisonment, and now the daemon warriors are



going to greet his arrival. This might give the players the hint that watching the events in the ritual is more important than trying to prevent them.

If the heroes allow the prisoners to leave, Kairn takes charge of the others, leading them toward the Knight's Spur and the illusory safety of the world above.

FIVE: FIREFALL

The lava spilling from the pool in "Two: Lava Pool" trickles along the trough in the floor until it reaches a large hole. Here it tumbles over a cliff in a spectacular cascade.

Fiery light illuminates this large chamber, which is a hole much deeper than the other parts of the cave you have seen. Lava pours like bright, flaming oil down a steep cliff, sparkling and smoking through the air and spattering on the rocks below. There, a small pool of the molten rock has collected, and its crimson surface bubbles and churns with angry force.

The air shimmers with heat, and the cracked and splintered walls of rock descending into the hole are blackened and scarred. In the base of the wall, you can see a dark patch of shadow, which indicates either an alcove in the craggy stone or another tunnel continuing deeper into the underground.

The lava drains away through a hole in the bottom of the bowl-shaped pool as fast as it is pours in. Thus, anyone who observes it for a little while notices that the level of the liquid remains constant, though the stream of molten rock steadily pours in. A hero who observes the pool for a round *{minute}* can make a Wisdom check *{an average Perception action}*. Success means that the hero notices a slow, deliberate whirlpool motion in one end of the pool. This marks the place where the lava drains away through the unseen hole in the basin of the pool.

The walls of this area are 50 feet high, though they are cracked and splintered enough to make for a relatively easy climb. It is warm in here, but not so hot as it was in the lava pool area—this room is much larger, and less lava is present here.

The aperture in the wall leads deeper into the cavern. However, the heroes find another obstacle to face. Any one person descending to the bottom of the cliff is immediately attacked by the fire elementals that lurk just below the surface of the lava and remain ever vigilant against intruders.

◆ **Fire elementals (3):** AC 2; MV 12; HD 12; hp 50; THAC0 9; #AT 1; Dmg 3d8; SA objects struck must save vs. spell at a -2 penalty or burn; SD +2 or better weapon needed to hit; SZ L (12' long); ML champion (16); Int low (6); AL N; XP 6,000.



D. CRANEZ

◆ **Three elementals:** *Magical creatures.* Co 6, Ph 36, In 4, Es 9, Dmg +12, Def -4, also incorporeal, pyromancy, trample, and immune to pyromancy.

Once they have attacked, the fire elementals continue to fight until slain, or until all of their enemies (the heroes) have moved at least 120 feet from their pool of lava. In this latter case, the elementals withdraw to the pool. They attack again, of course, if the heroes return to the floor of the pit.

SIX: DEN OF THE DAEMONS

This great hall in the underground cavern possesses many alcoves that pockmark the walls. Flashes of fire erupt periodically from the floor, providing a flickering but more or less constant illumination.

Twelve alcoves are in the chamber, and each of these served as the infernal gate through which a daemon warrior burst from the Abyss into Krynn. Nine of the daemons have currently gone to "Seven: Chaos Gate," but three of them remain here as guardians. They are in the three alcoves marked with "X" on the map, and they rush forward to attack as soon as the heroes advance into the room.

◆ **Daemon warriors (3):** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by *sleep*, *charm*, *hold*, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Three daemon warriors:** *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura and immune to normal weapons and fire.

The daemon warriors fight until the heroes slay two of them. At that point, the survivor tries to get away, fleeing to the chaos gate with a warning of the hero intrusion.

If the heroes decide to examine the alcoves to either side of the cavern, they find that each is a winding tunnel that, after about 50 feet, ends in a murky wall of unnatural, churning smoke. They can hear the cries of tortured souls and howls of chained beasts from within that smoke. Should a hero try to enter the smoke, the Dungeon Master can declare that he or she simply bounces away from it and that nothing can penetrate the magical barrier.

Alternatively, a Dungeon Master who is in a particularly bad mood might allow the hero to be tele-

ported to the Abyss (which is, after all, where these gates lead). What happens to the hero there, what he or she sees, and how he or she gets back are matters left to the Dungeon Master's discretion.

SEVEN: CHAOS GATE

When the heroes make it this far, they become unwitting witnesses to a horrible rite. However, if a daemon warrior escaped the fight in the den, the heroes have another challenge to surmount before they can observe the chaotic ritual.

In the event that a survivor of the previous battle carried the alarm, the heroes encounter up to six daemon warriors waiting at the entrances to this subterranean canyon. (The final three daemon warriors are inside completing the Rite of Chaos.) The ambushers perch above and to each side of the entrance, and they swoop down to attack as soon as the heroes appear.

This can be a deadly attack, especially if the heroes have been chewed up by previous battles. If they are really dragging here, the Dungeon Master can assume that the fleeing daemon warrior simply ran away, and thus spare the heroes the lethal consequences of advance warning. Alternatively, a smaller number of daemon warriors can attack during this ambush. In any event, it is desirable that the heroes suffer more than a few nicks and scrapes by the time they get to the rite described below—this should dampen any enthusiasm they might have for attacking the daemon lord as he makes his entrance.

◆ **Daemon warriors (6):** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by *sleep*, *charm*, *hold*, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Six daemon warriors:** *Undead.* Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura and immune to normal weapons and fire.

These daemons fight fanatically and to the death. Only when the creatures are killed, or avoided altogether, can the heroes advance into the chamber and see the Rite of Chaos in action.

THE RITE OF CHAOS

Ghostly fires dance along the walls, ceiling, and floor and light the broad cavern. The chamber is huge and smoky. Despite the





constant flames, there is no sound, no hiss of wind nor crackle of fire. It is warm in here, but not dangerously hot.

At the far end of the great room is a bowl-shaped depression, and within this hole lies gruesome proof of monstrous cruelty. Twelve human corpses lie scattered around the floor of the depression, each showing the marks of cruel claws. The floor is spattered with blood, and more of the crimson liquid has been collected into a star-shaped depression that has been scraped into the floor in the center of the bowl.

Around this star stand the erect figures of daemon warriors—nine of them—standing with uncharacteristic rigidity and all facing the bloody shape on the floor. One by one, the monsters step forward, kneel down, and place their bestial faces to the crimson slickness, looking every bit as though they are lapping up the ghastly liquid.

All the while heat radiates from the pool causing the blood to boil and glow a supernatural red.

The ritual is a magical summoning that brings a powerful being of Chaos into the world. This hideous beast, called a Daemonlord, has been released from his bonds on the Abyss. The sacrifice of the hapless victims completed the spell. Thus, the remaining daemon warriors are present as witnesses only.

The lava stream flows under the ground here, boiling the blood and providing the catalyst for the pending transformation.

Ideally, the heroes will remain out of sight and watch this rite from concealment. Of course, they might try to interfere, but the Dungeon Master should subtly discourage this—it is a very bad idea. Instead, the heroes should survive and witness the creation of the monster, and hear of the prophecy that will determine the future of their adventure.

Abruptly the pool of blood begins to churn and bubble. The daemon warrior witnesses are kneeling, facing the crimson splotch. The crimson liquid boils and rises, swelling into a monolith of gore, rising six feet, eight, even higher, until the gruesome shape towers over the heads of the watching daemon warriors.

The liquid shape begins to take on some solidity, sprouting arms, firming into broad shoulders and sturdy, trunklike legs. Then a face becomes visible—a monstrous, horrific visage of a leering maw and long, curling fangs. Heavy brows shelter eyes of liquid fire, and the great head is thrown back. The mouth spreads wide, and a laugh that shakes the very ground erupts.

"I am here!" cries the beast in a strangely gruff and masculine voice. "The lord of the daemons walks among you!"

"We await your command, master!" cries one of the daemon warriors, groveling at the monster's feet.

"I command you, then—to die!" roars the Daemonlord. One fist reaches out, smashing the warrior who spoke, breaking the powerful body as if it were made of twigs.

"We die willingly, lord!" cries another daemon warrior, striding forward to be crushed by another blow.

"And die you will—all of you!" bellows the beastly lord. "For know this, my lackeys and tools, as it is written in the scrolls of Chaos:

"I am Lord of the Daemons, and I bring my scourge to the world!"

"I am forever, and my power is unstoppable!"

Another daemon warrior is killed, crushed like a child's toy in the lord's grip. Again that horrific head is thrown back, and words of portent roar forth.

"And with your deaths I am eternal," howls the creature. "None can slay me, for these are the words of Father Chaos: 'Only one who sees my beginning can bring about my end!'"

With these ominous words, it whirls and smashes the remaining daemon warriors, scattering the lifeless husks among the corpses whose blood was used for the gruesome rite.

"Now I am immortal!" the monster roars, turning that beastly face toward the cavern ceiling. "For all who saw my coming are no more. Let the world tremble before my wrath, and know that all of creation exists for the pleasure of my vengeance!"

Then the blood beneath it surges upward, turning to crimson, liquid fire. With a roar of hunger and triumph, the Daemonlord rises into the air. The creature smashes into the ceiling far overhead, scattering shards of rock. With a rumble that fades to an echo, the beast bores through the stone, leaving a hole in the mountain as it heads upward, toward the surface, and the trembling world of Krynn.

it is invulnerable to anyone and everything—except a creature or person that was present to witness its birth.



IF THE HEROES TRY TO INTERVENE

While the Dungeon Master can discourage this rash approach, some players may be determined to do something about this obvious menace. In this case, the game stats of the Daemonlord are located in the appendix.

However, rather than have this scene dissolve into a deadly combat, a more story-oriented approach is recommended, as follows:

If the heroes reveal their presence to the Daemonlord, naturally he tries to kill them, since he knows that he is vulnerable only if someone witnesses his "birth." Thus, he quickly hurls lightning bolts in the direction of the observing heroes. These bolts can smash all around the party and bring down a rain of boulders from the ceiling that quickly leads to a major collapse.

This cave-in causes some damage, say 4d6 points per hero (though it shouldn't be allowed to kill anyone). Saving throws vs. breath weapons reduce the damage by half. As an end result, the heroes are trapped beneath a great slab of rock and eventually forced to dig themselves out. By that time, the Daemonlord is gone, convinced that he has slain all those who witnessed his entry into Krynn. *{Heroes trapped in the cave-in should attempt impossible Endurance actions. Each hero who fails suffers a number of damage points equal to the difference between his action total and the number needed (i.e., 24).}*

If the heroes climb the walls of the cavern, they can reach the hole bored by the Daemonlord and follow it to the surface. In that case, they emerge from a mountainside overlooking the High Clerist's Tower. Otherwise, they can retrace their steps, making their way back through the cavern until they reach the fortress, again finding themselves under the angry, chaotic sky.

It is important that the players understand the implications of the scene they have just witnessed. If they are confused and discussing what exactly happened, the Dungeon Master should encourage them with subtle hints to realize that this is a horrific and destructive monster, and that



PART THREE: THE CHASE

Regardless of the means by which the heroes return to the surface, they have a good chance of spotting the smoking trail of the Daemonlord—so long as they don't take too much time before getting a view of the sky.

THE SURFACE

If the heroes emerge onto the surface within twelve hours of the monster's creation, they can see the following:

The fires on the Vingaard crests rage as furious as ever. Thick smoke swirls, billowing skyward. Yet even in the midst of this chaos, one swath of vaporous darkness is unique.

A trail of blackness extends from high upon a mountainside. Like a thick rope of tangible smoke, it extends far into the distance, seemingly unaffected by the winds and fires that bluster and surge all around. Indeed, it seems almost as if this tendril of darkness has created some kind of monstrous suction, for the thick clouds of pollution are drawn in the wake of the sky-track. Gradually the smoke is flowing in that direction, pouring its essence into the dark trail, carried by an unseen force into the skies over the distant plains.

The tendril of smoke emerges from a crack high on a nearby mountain. Depending on the heroes' vantage, they could discern that it emerges from a gap in the cliff—the same hole that the Daemonlord's emergence blasted outward. The bearing of the smoky rope, and the clouds that flow in its wake, run firmly toward the northeast.

IF THE HEROES DON'T COME OUT FOR TWELVE HOURS

Perhaps the heroes decide to stay in the cavern to heal wounds or explore further. In any event, if they don't come out for more than twelve hours after the Daemonlord's creation, they do not see clear evidence of the monster's trail. (The tendril of smoke looks like a stream of normal cloud extending toward the northeast, gradually being dispersed by the wind. The smoke gradually fades, remaining visible until twelve hours have passed since the Daemonlord's creation.)

Of course, if the heroes left their dragons outside the cave, the great serpents can describe what they have seen. If no dragon companions were in a position to view the sight, the heroes should meet Kairn Stonesmith near the Knights' Spur. (He is there either because the heroes rescued him or, in the event they never discovered the prisoners in the caverns, because he is a lost refugee searching for signs of his family, who was captured by daemon warriors.)

The witness relates the story of a fiery meteor exploding from the upper slopes of the nearby mountain. This crackling missile flew toward the northeast, trailing a thick cloud of smoke. The smoke lingered for many hours, while the clouds billowing over the mountains seemed to flow after the meteor, as if drawn toward the suction of the smoking tendrils.

The meteor, of course, was the Daemonlord. To those who saw its emergence from the ground, however, the explosion looked much like a ball of fire hurling through the heavens.

LOCATIONS ON THE PLAINS OF SOLAMNIA

Depending on their choices, the heroes might visit several of the locations lying to the east of the Vingaard Mountains in the course of their pursuit. While these locations are not crucial to the storyline of *Chaos Spawn*, brief descriptions are provided to aid the Dungeon Master in creating the world background necessary for a well-rounded adventure. These locations are marked on the area map found on the inside front cover of this product.

Plains of Solamnia

The grassy flatland known as the Plains of Solamnia once served as the breadbasket of Ansalon. Dotted with small hamlets and farmsteads, these well-watered plains are the traditional source of a variety of foodstuffs. Herds of horses and cattle, both dairy and beef, were common, and the individual houses and farms often boasted a prosperity that all of Krynn envied.

All that, however, has changed in this summer of Chaos. An utter lack of rainfall has left the grasslands parched and brown. The streams that once crisscrossed the verdant pastures have dried to muddy trickles or, in many cases, to barren gullies. Even before the breaking of the Chaos storms,

farmers had been forced to butcher much of their livestock or watch the animals waste away, dying from thirst or lack of fodder. By midsummer, many inhabitants of the plains had migrated to the Vingaard River, which, though low, at least retained some water.

And then came the attacks of Chaos. Daemon warriors and fire dragons swept down from the mountains, burning farms and villages, killing everyone they found. Shadow-wights stalked through the night, claiming lives and laying waste to the memories of entire villages. Together, these monsters have left these once-fertile plains a wasteland almost devoid of water, animals, and humans.

Vingaard River

The Vingaard River, the longest river in all of Ansalon, has been a major focus of agriculture, commerce, travel, and civilization for dozens of centuries. Broad, deep, and placid, the river was a great source of food, both in the fish that were taken along its entire length, and in the irrigated fields that lined the banks of the Vingaard and its many tributaries. The river was too deep to be forded except in a few gravel-bedded wide spots such as those found at Vingaard Keep. However, travelers could usually find a willing boater or angler who would provide impromptu ferry service for a nominal fee.

In this parched summer of Chaos, the river has faded to a mere shadow of its once-glorious majesty. Water still flows here, but the current resembles a spider-web of muddy tracks in the middle of a broad and mostly dry channel. Many boats have been stranded in these shallows, or even left high and dry, and the few fish that still live survive by wriggling through thick mud in the fetid waters.

Knight's High Road

The Knight's High Road connects Palanthas to the High Clerist's Tower, and then extends through the eastern fringe of the mountain range and across the plains to Vingaard Keep. Unlike the steep gorges that mark the western approach to the pass, the road generally sports a smooth and gentle decline as it leads from the tower down to the plains. Once on level ground, this wide, paved highway marks a straight path all the way to Vingaard Keep.

Vingaard Keep

The great fortress known as Vingaard Keep stands above the major ford across the Vingaard River.

Because of its proximity to the communities all across the plains, it has been Vingaard, rather than Palanthas, that has served as the political center of Solamnia.

Vingaard Keep has remained a key location in the plains because of the great castle that rises on a hillside beside the river. When the forces of Chaos fanned out across the plains, they made attacks against this stronghold. Fire dragons and daemon warriors ravaged some of the bulwarks, but then turned their attention to the wide plains and left much of the city and fortress still intact.

Farmers have eked out a few crops by irrigating with the water that still exists in the river basin. Consequently, Vingaard has proven to be a magnet for refugees from all directions. They remain here, crowded and hungry, clinging at least to the illusion of the great fort's protection.

River of Gold

The once-boisterous stream known as the River of Gold flowed out of the high mountain, carving a path through the plains on its way to join the mighty Vingaard River. Numerous mines and mining towns nestle in the mountain valley, and in years past they have been lucrative sources of gold and other mineral wealth. By the time it reached the plains, the river possessed enough depth that regular ferry service connected Vingaard Keep, Maelgoth, and even distant Kalaman.

During this parched summer, however, the mountain valley has been shrouded in dense smoke. Many of the mines were the scenes of horrible tragedy, as shadow-wights and other creatures of Chaos emerged from the depths of the ground to wipe out the miners, their families, and the shopkeepers and craftsmen who had made homes in the mining towns.

The flow of water now consists of a mere trickle. By the time it makes its way 10 or 15 miles into the plains, it vanishes entirely, soaking into the parched ground. Several ferryboats lie in the dry riverbed—pathetic reminders of water and commerce that once flowed here. Only as the channel draws near its confluence with the Vingaard can one find water in the riverbed, though it is limited to a few narrow, shallow channels of brown, brackish liquid.

Bright Hart

Bright Hart is inhabited by some of the people who descended from the original shepherds who tended goats and sheep in the foothills of the Vingaard Mountains. Several temples stand around a wide town square. The square is paved in slate and once served as a weekly market that





drew farmers, trappers, herdsmen, and miners from scores of miles in every direction.

When the storms of Chaos broke, daemon warriors wiped out most of the herds. Still, many of the people were fortunate enough to survive by escaping into the mountains and hiding, and in their capricious fashion the Chaos creatures moved on without inflicting a lot of damage on the abandoned buildings of Bright Hart. Now the people have returned to their homes, but they are suspicious of strangers and fearful of what the future may bring.

Ruins of Heth

Once a thriving military outpost of the Ergothian Empire, Heth is now a collection of stone shells that were once barracks, temples, and fortifications. Until recently, nomads who range across the Northern Wastes used some of these structures as temporary shelter. However, with the coming of the Chaos storms, the nomads have for the most part fled into their trackless wastes. Instead, shadow-wights or other denizens of Chaos inhabit the ruins in their place.

Heth does offer one thing of potential value to travelers: They can find a well here in one of the central buildings in the ruin. It is a source of cool, clear water, which is gathered in a wide, shallow pool.

Maelgoth

The city of Maelgoth is second in majesty to Vingaard Keep among the centers of population on the plains. More details about it are provided in Part Four of this adventure.

FLIGHT TO THE PLAINS

The heroes should start going after the Daemonlord with some sense of urgency. The Dungeon Master may wish to increase the stress of the situation by reminding the players of the prophecy they observed in the Caverns of Chaos: They are the only ones who have any hope of stopping this monster, who has announced his intention to embark upon an orgy of destruction.

If the heroes take to the sky on dragon mounts while the tendril of smoke is still in existence, they can get a close look at it:

The dark smoke churns and roils violently. It seems thicker than any normal vapor, almost as though it is a solid or liquid mass. It flows quickly, rushing along the path toward the

northeast. Utterly impenetrable to sight, the tendril of murk is surrounded by a whirling vortex of wind that buffets flight and creates a constant background of howling noise.

The smoke clouds that once lingered over the Vingaard Mountains are being drawn into this vortex, so you can see the trail of smoke constantly growing and fattening by the fresh infusion of pollution.

To your left, the rugged crest of the mountain range extends along the horizon, which still churns with smoke and flame. Below, the foothills give way to the plains of Vingaard, but they no longer have the lush grass that once grew here. Instead, the landscape is parched brown and cracked by the dried gullies that were once streams.

The trail of the Daemonlord extends for more than two hundred miles, which is a more or less straight path toward the northeast. Though the grasslands of Vingaard once gave way to the desert known as the Northern Wastes, during this hot summer the border between these two realms is virtually invisible from the sky.

When the heroes cross into the skies over the Wastes, however, they begin to discern their destination. Although they are 40 or 50 miles away, the growing "palace" of the Daemonlord is visible in the distant air.

A massive dark shape rises into the sky before you, like an immense thundercloud—only darker and, somehow, even more sinister. Lightning flickers around the edges of the cloud, and the swath of land below is lost in the darkness of a shadow so thick that it seems to be an artificial night.

The trail of smoke left by the Daemonlord extends to this cloud like a supernatural tether. The smoke from the burning mountains still churns along that path, pouring its black foulness into the great thunderhead, swelling it into even loftier proportions.

Several spots of brightness break from the cloud, like circling meteors. Wings of fire spread wide, and then they sweep toward you, on a path to intercept.

Three fire dragons guard the Daemonlord's cloud, and a daemon warrior rides each of them. This flying patrol races toward the heroes at the same altitude as the heroes' flight. The fire dragons rush into the attack, meeting the party about 25 miles from the great black cloud.

◆ **Fire dragons (3):** AC -8; MV 9, fly 24 (C); HD 15; hp 77; THAC0 5; #AT 3 or special; Dmg 1d12-1d12/6d6; SA fire breath (Dmg 8d12+8), touch burns (1d8 points of damage); fear aura, normal dragon attacks—wing slap, tail slap, etc.; SD magical or god-blessed weapon needed to hit, immune to fire; SZ L (70' long); MR 25%; ML fanatic (18); Int low (6); AL CE; XP 18,000.

◆ **Fire dragon:** Monster. Co 12, Ph 70, In 4, Es 4, Dmg +65, Def -40, also dive, dragon breath, dragonawe, and immune to normal weapons.

◆ **Daemon warriors (3):** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12-1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by sleep, charm, hold, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Three daemon warriors:** Undead. Co 9, Ph 12, In 9, Es 9, Dmg +12; Def -8; also fear aura and immune to normal weapons and fire.

These guards fight until they are killed or until they drive the heroes at least 30 miles away from the massive cloud. If they do succeed in driving the party off, the fire dragons and daemon warriors circle protectively, watching to see that the intruders continue to flee. If the heroes make a move to approach the cloud from a different direction, the air patrol moves to intercept them as necessary.

Closing In

After they have dispatched the fire dragons and daemon warriors, the heroes can fly closer to the cloud without being attacked. However, by the time they get within 8 miles of the cloud, their ability to fly becomes impaired.

If they are flying on the backs of dragons, their serpentine mounts begin to grow inexplicably weary. Shaking their heads groggily, the dragons begin to lose altitude. They have the ability to fly for 3 more miles before coming to rest on the ground. This limit applies whether the party continues toward the cloud or turns and tries to fly away. Thus, they come to ground some 5 to 11 miles from the cloud.

Should the heroes be flying by other means, including *fly* spells, magic items, or anything else, the same effect interferes with their attempts to remain airborne. As with the dragons, they lose altitude gradually, but within 3 miles of the initial effect find themselves solidly on the ground.

ON THE GROUND

Wherever the group comes to land, the terrain is uniformly flat and lightly forested with small clumps of browned pine trees. Occasional dried bushes dot the landscape, and a steady wind gusts past, blowing up occasional blasts of stinging sand. More ominously, as soon as they have landed, the dark cloud begins moving in their direction, advancing at a movement rate of 12 (*travelling about four miles per hour*). (Thus, it might take a few minutes, or even an hour or so, before the group notices the cloud's deliberate progress.)

The dragons, who grew fatigued so quickly, lose consciousness as soon as they are on the ground. Regardless of the heroes' actions, the great serpents (and any other mounts that might have been bearing the heroes) cannot be roused from their torpor.

The black cloud, meanwhile, continues to advance toward the place where the heroes and their dragons touched ground. If the heroes begin to walk away from their comatose dragons, the cloud steadily pursues them. It is not terribly fast, but it moves constantly, and it inevitably closes the distance between itself and the party.

When it draws within two miles of the heroes, they are subject to this attack:

A bright ball of fire bursts from the face of the cloud. Trailing sparks and smoke, it plummets downward on a course straight toward you. The rushing sound of its flight swells to a roar as it hurtles faster and faster toward the ground.

The fireball smashes to the ground about a hundred yards away, in the midst of a grove of scrawny pines. A great, oily cloud spumes skyward, twisting and turning from sudden winds. The smoke lingers, and from the base of the murk, several shapes emerge, trailing smoke and writhing grotesquely.

The smoke clears, and the shapes are obvious as trees. A dozen or so have emerged from the grove, lurching across the ground with sudden, jerking motion. They continue to move, clearly advancing toward you.

The animated trees spread out and try to attack the heroes. If the heroes flee, the trees pursue relentlessly and tirelessly until the battle is joined. See a full description of cedar spawn in the appendix at the end of this adventure.

◆ **Cedar spawn (12):** AC 2 (trunk), 4 (branches); MV 9; HD 6+6; hp 32 each; THAC0 15; #AT 6; Dmg 1d8 (×6); SA entangle, incinerate; SD +1 or better weapons needed to hit; SZ L (15' tall); ML fanatic (17); Int low (6); AL CE; XP 4,000 each.





Twelve cedar spawn: Monsters. Co 5, Ph 24, In 3, Es 9, Dmg +24, Def -4, also entangle, pyromancy, and immune to normal weapons.

COURSE OF THE CLOUD

Regardless of the outcome of the cedar spawn battle, the cloud ceases pursuing the heroes once it has launched the attack. Instead, it moves with stately grace until it comes to rest over the unconscious dragons. (Of course, if the heroes have stayed put, then they are in the same place, and it isn't obvious to them that the dragons are actually attracting the cloud's movement.)

If they are near enough to see what's happening with the dragons, the heroes observe the following event:

Thunder booms in a physical assault that shakes the ground underfoot and seems to punish the air with brutal power. Wind gusts, swirling violently, whipping up the sand, which obscures the dragons in the midst of a small but powerful storm.

The storm covers a roughly circular swath that is 1,000 feet in diameter. Within this area, heroes can see no farther than 50 feet because of the blowing sand. For every turn (not round) that a hero begins in the storm area, he or she must make a saving throw vs. breath weapon. Failure means that the hero suffers 1d8 points of damage from the lashing sand. (A hero within the storm's area of effect must attempt a challenging Endurance action. Failure means that the hero suffers damage points equal to the difference between their action total and 12. This action must be repeated after every ten minutes that the hero spends in the area of the storm.)

The violent storm has at its center a powerful vortex of wind that creates a strong, upward suction. It slowly lifts the dragons off the ground and gradually bears them upward until they are swallowed in the belly of the cloud. If the heroes remain beside their dragons, they, too, might be carried up to the cloud, where they will be trapped with the dragons. (See Part Five for a full description of the Chaos Cloud.)

However, heroes who feel the full power of the vortex can escape the effect if they choose to do so. They simply have to fight their way through the storm until they are at least 50 feet from the nearest dragon.

Raising the dragons into the cloud takes a full turn (ten minutes). As soon as the wyrms have been imprisoned in the great skyship, the storm abates, and the massive cloud begins a steady

flight toward the east. (Its objective is now the city of Maelgoth.) Again, it moves at a speed of 12, and it does not slow nor waver in the directness of its course.

Nomads

The heroes are left in the midst of the dry, waterless terrain. Regardless of which direction they decide to walk, they eventually encounter a bedraggled band of humans—the first living creatures they have seen since the departure of the Chaos Cloud.

A low dust cloud consisting of the grit and sand stirred up by their plodding progress first gives away the presence of the nomads. When the heroes draw within half a mile or so, they can make out the figures of the tribesmen themselves.

The band of humans is bedraggled and filthy. The men have beards, and the women cloak themselves in shawls and hooded robes. All of them are caked with dust, and they walk with the dull plod of people who have lost all hope. They have a few scrawny cattle with them, and one man rides a horse. A few skinny dogs walk listlessly alongside the nomads, who seem to possess only the meager belongings that they carry upon their backs.

The leader of the nomads is a once-proud chieftain named Darin Grassweaver; he is the rider on the lone horse. Neither Darin nor any of his band notice the heroes until the party is only a few hundred yards away. At that point, some of the dogs bark lethargically, and Darin draws a rusty short sword. Flanked by a dozen men and boys, he advances from the rest of the band to form a protective line before the women and children.

Naturally, these ragged refugees are not looking for a fight. If the heroes approach them in friendship, they are invited to share the nomad's crude camp and the few provisions—dried goat meat, stale bread, and fetid water gathered from some distant well—that make up these peoples' only sustenance.

Any kindness shown by the heroes is much appreciated. The nomads number about forty souls, with only a dozen or so hale enough to wield a weapon. With Darin as a spokesperson, the tribesmen will share their sad tale if given the chance.

These people are the remnants of a tribe that once numbered about ten times as many people. They normally dwelled in the Northern Wastes, the inhospitable desert to the north of the Plains of Solamnia. Because of the harsh, dry summer, they migrated south, seeking better grazing for their sheep and camels on the fringes of the plains.

The band took refuge in the ruins of Heth, where they used the shelter offered by the ancient walls and obtained the cool water at the eternal well. Just a few days ago, however, a terrifying attack ravaged them.

Darin describes the tale haltingly and refuses to say a word in the presence of the children. His voice a whisper, fear still shining in his eyes, he all but shrinks into his robe as he relates the story. Dungeon Masters might need to adjust a few details to give a proper sense of when this event took place.

"We thought it was a storm—a great dark cloud that moved over us. It brought a wind, hot and dry and blistering . . . a wind that scorched our skin and stung our eyes. You might think that a cloud like that would bring cooling shade, but it was just the opposite—it was hotter under that cloud than even beneath the naked glare of the sun.

"And then they started to fall around us. Balls of fire dropped from the belly of that storm. They burst onto the sand, and where they struck the sand rose up—devils of killing wind they were. Many were killed . . . everyone who couldn't reach the shelter of the well.

"Those of us you see here, these terrified and parched lot, are the lucky ones. We waded into the water and huddled there, frightened out of our minds. These devils of dust spread through the ruins, sought out and killed any they could find. For a full day they roared and screamed, for long after the cloud moved on.

"And then, near the middle of the next day, they went away, each one fading as if it had never been. Sand was scattered about, but the killing devils were gone . . . and so were we, as soon as we could make tracks out of that nightmare place.

If pressed for further details, the nomads can report that the Chaos Cloud moved off to the east on the day after the sand spawn attack. It seemed to be moving in the direction of Maelgoth.

The Trail of Chaos

As the heroes move on, they encounter a trail of devastation left by the Chaos Cloud. There were once many villages scattered across these plains. Though the drought and famine have forced people to abandon many of them, a few of the towns—those with permanent wells—have maintained some population. Most consist of long-term residents who are determined to ride out these rough times.

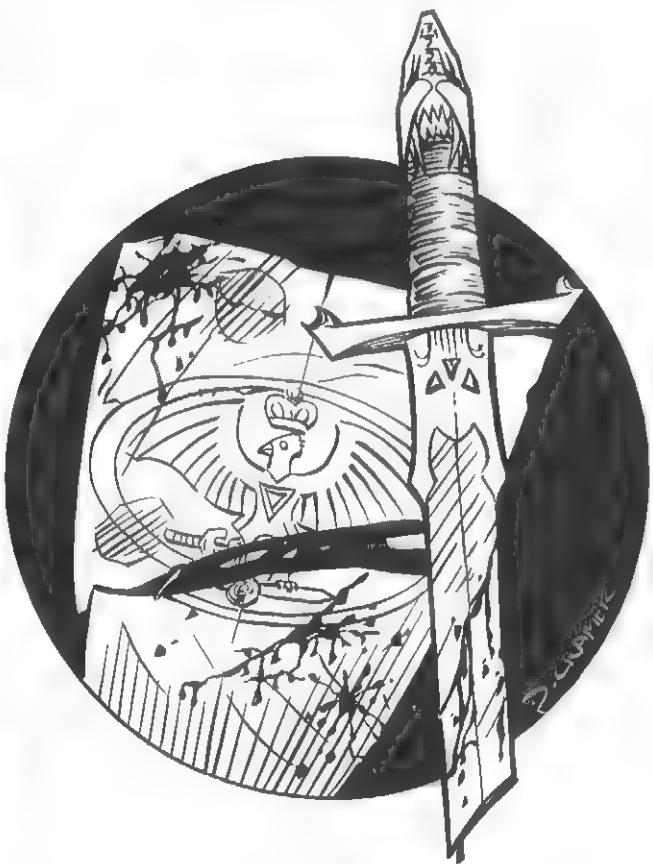


Any villages that had the misfortune to lie in the path of the Chaos Cloud was ravaged by brutal attack. A few examples are given below. Also, the heroes might stumble across other signs of life in their travels. Dungeon Masters should adapt these into the campaign in a way that logically fits into the heroes' timeline or roll 1d10 {draw a Fate Card}:

Result	Encounter
1-3	Hapless Victim?
4-6	Bones of the Scavengers
7-10	Victims of the Killer Trees

Hapless Victim?

The heroes come across the bones of a dead creature. The Dungeon Master can vary the creature each time this occurs, and the creature's death could have occurred in many different ways. If the Dungeon Master doesn't wish to choose his or her own victim, the following chart can produce a variety of results. Roll 1d10 twice {draw two Fate Cards} to determine the results. The first result determines the victim, while the second one determines the reason for its death. Dungeon Masters may want to call for appropriate proficiency checks to determine the latter {an average Perception action}.



Result	Creature	Death
1	Cow	Lack of water
2	Horse	Lack of water
3	Dog	Lack of food
4	Goat	Lack of food
5	Elf Mage	Natural predator (feline)
6	Human Cleric	Natural predator (canine)
7	Human Warrior	Unusual creature encounter (giant wasps)
8	Nomad	Unusual creature encounter (behir)
9	Kender	Undead predator (skeletons)
10	Human Knight	Undead predator (vampire)

In the cases where the corpse or skeleton of an intelligent being is found, the Dungeon Master should feel free to add treasure. In the case of the mage or cleric, the heroes might find something immediately useful, such as a ring of feather fall.

Bones of the Scavengers

Some of the villages are easy to spot in the distance, for they have what appear to be vultures circling patiently overhead. These great, black flyers are visible for ten or twenty miles, as they soar and wheel high in the air. Even as the heroes get close, the scavengers circle so high above that they seem to be normal vultures unless one or more of the heroes gives them careful scrutiny.

The creatures are actually scavenger spawn, a hideous version of flying undead created by the Daemonlord. Since the heroes quite possibly enter the village without noticing the true nature of the "vultures," they are described after the village. A typical scene is something like this:

The village is a cluster of white cottages gathered around a central square. There must be a well in the square, since several tall trees cast shade above the buildings and along the tiny, winding streets. These elms and oaks are unusual on this parched plain, for their leaves are still green, and their branches spread wide to cast welcoming shade.

But the pastoral nature of the scene is belied by the lifeless nature of the houses, streets, and yards. Doors stand open, and flies buzz through the hot, still air. Windows are dark, even where shutters and curtains are opened. None of the chimneys emits even a single puff of smoke.

If the heroes start to wander through the streets, they soon find the following:

A human skeleton lies on the ground before one cottage, the head and torso outside the door while the legs extend into the shadowed interior. Other skeletons are jumbled in the street, one with a dagger still clutched in bony, fleshless fingers. Beyond, in the stark shadow of a tall garden wall, three more skeletons are huddled together. One of these wears the remnants of a frilly apron and has arms wrapped protectively around the two, much smaller, skeletons huddled against it.

By the time the heroes have seen the skeletons, the scavenger spawn are starting to descend. They dive swiftly, eager for fresh prey. If none of the heroes announces an intention to look upward, the spawn have a good chance of attacking by surprise.

The shadows of the vultures flicker across the ground, and their black wings spread wide. But these are not normal birds—instead, each has the face of a skull, with mouth gaping wide in an expression of silent, horrifying hunger. Talons of pure bone jut forward as, still without a sound, these grim flyers sweep into the attack.

◆ **Scavenger spawn (25):** AC 5; MV 6, fly 21 (B); HD 4+4; hp 20 each; THAC0 17; #AT 3 (claw/claw/bite—in air), 1 (bite—on ground); Dmg 1d8/1d8/1d6 or 1d6; SA slow; SD +1 or better weapons needed to hit; SZ M (5' tall, 10' wingspan); ML elite (14); Int low (7); AL CE; XP 975 each.

◆ **Twenty-five scavenger spawn:** *Monster.* Co 11, Ph 16, In 4, Es 7, Dmg +11, Def -3, also fly, slow, and immune to normal weapons.

Unlike many types of undead, the scavenger spawn have some instincts of self-preservation. Thus, they should be required to check morale normally. If they fail a check, the survivors take to the air and resume their patient soaring. {*If the heroes kill three quarters the scavengers' number, then the remaining attempt to fly away.*}

See the full description of scavenger spawn in the appendix at the end of this adventure.

Victims of the Killer Trees

The heroes have already experienced the attack of cedar spawn. In the course of their trek they come upon at least one village that has been ravaged by these lethal chaos spawn.

Several of the buildings in this little town are blackened, obviously torched by fire. The

smoke has dissipated by now, but you see no other sign of life among the small buildings. Much of the village is concealed, however, behind a fringe of dried, brown pine trees.

Some seventy-five cedar spawn form a barrier around this town, which has been utterly ravaged by the killing trees. The obvious tactic, of course, is for the heroes to toss some kind of fire into the trees. This incinerates the lot of them.

However, if the heroes withdraw without destroying the spawn, the cedars begin a steady, tireless pursuit. Alternatively, if the party advances toward the village, the trees wait in ambush and then attack as soon as the heroes are within range.

◆ **Cedar spawn (75):** AC 4; MV 9; HD 6+6; hp 32 each; THAC0 15; #AT 6; Dmg 1d8 (×6); SA entangle, incinerate; SD +1 or better weapons needed to hit; SZ L (15' tall); ML fanatic (17); Int low (6); AL CE; XP 4,000 each.

◆ **Seventy-five cedar spawn:** *Monsters.* Co 5, Ph 24, In 3, Es 9, Dmg +24, Def -4, also entangle, pyromancy, and immune to normal weapons.

Another Chaos Onslaught

The Daemonlord has one more challenge to throw at the heroes before they reach Maelgoth, where the Chaos Cloud is preparing to work its most destructive magic. This attack occurs on the last morning that the heroes spend camping out in the open—that is, at dawn of the day when they should anticipate reaching Maelgoth.

If the heroes have come to the Vingaard River or its tributary, the River of Gold, this encounter can occur on the bank of the riverbed. The Dungeon Master should be sure to describe the channels of brackish water crossing the wide riverbed. Most of the ground is dry sand, but a few channels, generally no more than a foot or two deep, contain water that sluggishly meanders downstream. If, however, they are just crossing the wasteland, it occurs in the midst of the dry, barren plains.

The Chaos Cloud approaches in the dark of the night, so it does not become visible until first light. If one or more heroes are keeping watch, they see it as soon as the sky begins to lighten. If they are all sleeping, it is observed by the first hero to open his or her eyes.

Dawn seems to come late this morning, and as you look to the east, the reason is clear. A vast blackness sweeps across the sky, darkening the heavens and looming like a dark mountain high overhead. Wisps of smoke vapor trail from



the upper parapets of the cloud, and a deep rumble—like thunder, only heavier and more ominous—shivers through the air and shakes the ground underfoot.

A spark of brightness appears at the edge of the cloud even before the echoes of thunder fade. Plummeling outward and down, a fiery meteor races toward the ground.

If the heroes are camped near either of the riverbeds, three more meteors follow the initial one, with all four smoking fireballs plunging toward the party. If they are in the middle of the plains, however, they won't have the option of using the water for protection—in that case, the attack includes only a single fireball for game balance purposes.

The fireball(s) erupts in the fashion that the heroes have already observed. This time, however, instead of animating nearby trees, the explosions send forward creatures of Chaos.

Smoke and fire churn in the air, while the thunderous explosion resonates loudly, hammering your ears. Even before the maelstrom dissipates, shapes become visible within the tumult. They emerge from the flames like miniature dust devils, swirling figures of wind and sand that race across the ground, fanning out and sweeping rapidly closer.

Each is like a small tornado, narrow at the base and widening at the top. They twist and writhe sinuously, and even at a hundred feet away, you can feel the roaring wind of their presence.

And still they race closer.

These swirling dust devils are in fact creatures of Chaos called sand spawn. They have been created by the Daemonlord's power, and they now sweep toward the heroes in a sudden and savage attack.

Each meteor launched by the cloud contains twelve sand spawn. Thus, depending on their locale, the heroes are either attacked by twelve or forty-eight of these destructive monsters.

◆ **Sand spawn (12 or 48):** AC 2; MV 15; HD 5; hp 25 each; THAC0 15; #AT 1; Dmg 1d12; SA cause blindness; SD +1 or better weapons needed to hit; SZ M (6' tall); ML fanatic (18); Int low (6); AL CE; XP 975.

◆ **Sand spawn: Monster.** Co 8, Ph 15, In 3, Es 9, Dmg +6, Def -4, also blind* and immune to normal weapons.

*Requires a successful challenging Endurance action to avoid.

The spawn attack savagely, lashing the heroes with their slashing tendrils of crystalline sand and trying to blind them with gusts of sand hurled into eyes. If the heroes make their way through the channels of water in the riverbed, the sand spawn cannot pursue them. Otherwise, these destructive beings attack until one side or the other is destroyed. If the heroes flee, the sand spawn pursue them relentlessly, for as long as they last.

See a full description of sand spawn in the appendix at the end of this adventure.

Distant Thunder

After launching the sand spawn attack, the Chaos Cloud rumbles slowly away in the direction of Maelgoth. The heroes can see it throughout the day. When it reaches a position over that helpless city, it halts, looming as a stationary and very visible threat, even from twenty or more miles away.

It remains only for the party to follow the Daemonlord to its lair and to find out how to destroy it before the city is reduced to ruins. (Of course, if they have evaded the sand spawn by crossing the river, they also have to wait until those creatures of Chaos exhaust their fortunately short life spans. See the monster description in the appendix; the spawn last for 2d10+20 hours (*Draw two Fate Cards and add 20 to determine hours*).



PART FOUR: MAELGOTH

The climax of the adventure requires only that the heroes find a way to reach the Chaos Cloud and then make their way through a churning, nightmarish environment to slay the Daemonlord.

The Chaos Cloud has anchored itself over the city of Maelgoth. Here the Daemonlord has commenced a bombardment that, within a span of about ten days, will reduce the entire city to a heap of shattered stone and broken lives.

Unless the heroes can intervene. . . .

TIMELINE OF DOOM

Despite his chaotic roots, the Daemonlord proves quite methodical as he goes about destroying Maelgoth. If the heroes have made reasonable haste with their quest, they arrive at the city sometime in the afternoon of Day One of this timeline. If they have dawdled, however, the Dungeon Master can delay this arrival to an appropriately later day.

The timeline discusses events in specific parts of the city, which is illustrated on the map.

- ◆ **Day One:** The Daemonlord rains meteors onto the two perimeter forts north of the city. The meteors damage the walls and gates, and some of the fortress buildings start to collapse.
- ◆ **Day Two:** The Daemonlord completes the destruction of the perimeter forts. By the end of this day, each is reduced to a shapeless mound of rubble, with every building caved in and all the walls destroyed. Only a few chambers in the cellars and dungeons remain intact.
- ◆ **Day Three:** The cloud centers itself over the city's main gate and rapidly reduces this portal to rubble. By the middle of the day, it drifts over the city, bombing randomly, then focusing on the southwest corner gate, which it destroys by the end of the day.
- ◆ **Day Four:** Moving along the waterfront, the bombardment smashes the buildings and warehouses outside the city wall, as well as wreaks great damage on the wall itself. By the end of this day, it has pulverized the southeast corner gate.
- ◆ **Day Five:** The cloud drifts over the city, now aiming specifically at the palace and the many temples that dominate Maelgoth's architectural wonders. The palace is smashed to pieces in the morning, and all of the temples have suffered

serious damage by the end of the day. Only cellars and underground chambers remain of these once-magnificent structures.

- ◆ **Day Six:** Now the Daemonlord turns his attention to the Wizards' Quarter. Over the course of this day, meteors rain down on the shops, markets, and apartments of this part of Maelgoth. The city's two most powerful mages (see below) attempt to shield their own fine houses with *globes of invulnerability*, *invisibility*, *hallucinatory terrain*, and other spells, but to no avail. The two mansions are reduced to utter rubble.
- ◆ **Days Seven through Ten:** The cloud drifts over the rest of the city, gradually pummeling houses and shops, until by the end of the ten-day period, Maelgoth is a landscape of shattered rock and anonymous mounds of rubble.

Of course, depending on the actions of the heroes, this sequence of slaughter can be interrupted as soon as the second or third day—but they have to act fast.

GRIM REAPING

Just before sunset on every day of the bombardment, the Daemonlord sends one of his daemon warriors down to a battered part of the city. The daemon warriors accomplish this descent by means of a tornadolike tendril that drops from the bottom of the cloud. The tip of the funnel touches the top of one of the piles of rubble, and then abruptly pulls back up toward the cloud. The daemon warrior is left on the ground.

That minion spends an hour or so gathering bodies of those recently slain by the attack. After several dozen corpses have been assembled into a grisly pile, another of the whirlwinds descends from the cloud. As it touches the pile of slain people, the bodies are lifted, one by one, into the center of the funnel cloud. After all have been raised upward, the daemon warrior walks into the whirling cloud, which then pulls upward, transporting the daemon warrior back to the Chaos Cloud.

This gruesome harvest is repeated every day and occurs within full view of the rest of the city. The Dungeon Master should take care to describe the process to the players, for these regular missions represent one of the ways that the heroes can get up to the cloud to complete their quest.



A PLEA FOR HELP

When they are about five miles from the city, the heroes encounter a party of city guards. These frightened guards are on foot, except for their officer, Captain Afttar Lane. As soon as the group catches sight of the heroes, they hail the heroes with shouts and waves. With Afttar leading the way—but not outdistancing his footmen—they hasten toward the party of adventurers.

"Help! Help us, please!" cries the man on horseback. Upon closer inspection, he seems more of a boy. A thin coat of fuzz coats his cheeks and chin, but the hair doesn't really qualify as a beard. When he shouts, his voice has a tendency to squeak.

"My lord mayor, Fanthalas Karango, has dispatched me to bring aid to our poor city!" blurts the youth. "He has authorized any reward—just please, bold travelers, please come to our aid!"

◆ **Captain Afttar Lane, male human F3:** AC 4 (chainmail, shield); MV 9 (15 on horseback); hp 19; THAC0 18; #AT 1 (longsword); Dmg 1d8; SZ M (5'9" tall); ML elite (13); Int average (11); AL CG.

◆ **Captain Afttar Lane:** Human male adult, vigilant demeanor, Novice. Co 5, Ph 9, In 6, Es 7, Dmg +7 (longsword), Def -4 (chainmail, buckler).

◆ **Maelgoth guards, male and female humans F1 (6):** AC 6 (scale mail); MV 9; hp 5; THAC0 20; #AT 1 (longsword); Dmg 1d8; SZ M (5'10" tall); ML average (10); Int average (10); AL LG.

◆ **Six Maelgoth guards:** Human male and female adults, various demeanors, Rabble. Co 5, Ph 6, In 4, Es 5, Dmg +7 (longsword), Def -4 (scale mail).

Afttar Lane knows Maelgoth very well because he was born and raised there. He can furnish the heroes with information about the city, including the status of the attack. (When he left, the Chaos Cloud was bombarding the perimeter forts north of the city.)

If pressed about the reward, he admits that the lord mayor did not state any particular details about what incentive to offer anyone inclined to rescue the city. Lane is a great admirer of Mayor Karango, however, so he paints the city's ruler as a bold and generous man. In any event, one hopes the heroes should not require anything so tawdry as financial incentive to bring them to the conclusion of their quest.

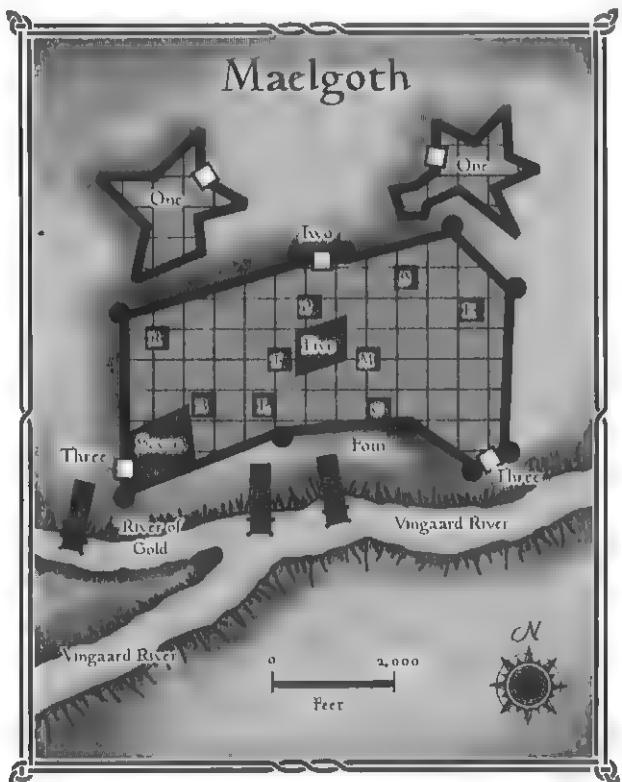
Should the heroes still wander the plains or the desert far away from Maelgoth, the intrepid captain of guards still finds them. By then, however, he has been traveling for at least two days on his search for help, and the destruction of the city will have progressed farther than the initial stage.

A BRIEF OVERVIEW OF MAELGOTH

Maelgoth was once a thriving city on the Vingaard River, serving as a center of trade and food production that was famed especially for its cheeses and wines. It has traditionally been well-protected by a staunch garrison of Solamnic Knights, and its walls and parapets have stood against more than a few invaders, including rampaging bands of hobgoblins and barbarians.

On the other hand, the people of Maelgoth are very pragmatic. Twice in the past century, conquering armies have confronted them, and they have faced the reality that resistance would inevitably result in the city's destruction. In 350ac, they surrendered to the Emperor Ariakas and the Red Wing of his mighty dragonarmy. The occupation lasted two years, when the Golden General liberated Maelgoth on her epic and victorious campaign against Ariakas.

Then, earlier this same summer, the city forcibly yielded to Ariakas's son, Lord Ariakan. Having learned of Kalaman's fall and knowing that the Knights of Solamnia were gathering for battle at the Tower of the High Clerist, Lord Mayor Karango



declared Maelgoth an open city. The Dark Knights established an occupying force, but because Ariakan focused his forces on the Tower and Palanthas, he wasted little time imposing his rule on Maelgoth. Consequently, life in Maelgoth went on much as it had before the conquest.

When the storms of Chaos broke, however, the Dark Knight garrison marched to join Ariakan at the High Clerist's Tower. Since then, Lord Mayor Karango has used a few inexperienced troops (typified by Aftar Lane) to try and maintain order while the world sank into chaos around them. Because the city had a good supply of water and food, most people stayed here.

Now, they are trapped beneath an apparently inevitable doom.

ESCAPING FROM THE CITY BY DAY

Throughout the bombardment, several fire dragons, each bearing a daemon warrior, maintain a constant patrol during daylight hours around the fringes of Maelgoth. These beasts attack any individuals or groups who try to flee the city, killing them horribly in full view of the survivors on the city walls.

One fire dragon and its rider usually perform this murderous task; typically, the other three remain watchful for other escapees. However, if two or more are needed for the effort at hand, they do not hesitate to call in reinforcements. If all three are killed, however, they are not replaced until dawn of the following day.

◆ **Fire dragons (3):** AC -8; MV 9, fly 24 (C); HD 15; hp 77; THAC0 5; #AT 3 or special; Dmg 1d12/1d12/6d6; SA fire breath (Dmg 8d12+8), touch burns (1d8 points of damage); fear aura, normal dragon attacks—wing slap, tail slap, etc.; SD magical or god-blessed weapon needed to hit, immune to fire; SZ L (70' long); MR 25%; ML fanatic (18); Int low (6); AL CE; XP 18,000.

◆ **Three fire dragons:** Monster. Co 12, Ph 70, In 4, Es 4, Dmg +65, Def -40, also dive, dragon breath, and immune to normal weapons.

◆ **Daemon warriors (3):** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by sleep, charm, hold, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Three daemon warriors:** Undead. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura and immune to normal weapons and fire.

ESCAPING FROM THE CITY BY NIGHT

After dark, the fire dragons and their riders come to rest atop the Chaos Cloud. During the sunless hours, however, the plains around the city teem with dozens of shadow-wights. These soulless killers let no one pass, and the despairing cries of their terrified and doomed victims bring horror to anyone in the city who can hear.

The shadow-wights patrol in groups of three, but within 2d6 rounds of discovering victims, more of these horrors arrive, at the rate of 3 more continually every 2d6 rounds. *{Draw one Fate Card and add 2 to determine minutes.}*

◆ **Shadow-wights (3):** AC 4; MV 12, fly 24 (B); HD 5; hp 25; THAC0 15; #AT 1; Dmg nil; SA nullify; SD magical or god-blessed weapon needed to hit, immune to mind-affecting spells and poison; SZ M (6' tall); ML fanatic (18); Int average (10); AL CE; XP 4,000.

Special Abilities: SA: Nullify (wight gazes at victim, who must make saving throw vs. death magic with -2 penalty. If save fails, and that character is subsequently hit in melee combat by the same shadow-wight, the character vanishes utterly, with even memories of that character's existence nullified).

◆ **Three shadow-wights:** Undead. Co 6, Ph 15, In 5, Es 9, Dmg N/A, Def N/A, also delude, despair, incorporeal, nullify, and immune to mentalism, normal weapons, and poison.

A QUICK TOUR OF A DOOMED CITY

The layout of Maelgoth is sketched on the small map. The numbered areas are described below.

One: Perimeter Forts

The two perimeter forts flank the approach to the city's main gates. Each is a fortress in its own right, with 30-foot-high walls. Sixty-foot-high towers stand at each point and each corner, and a single heavy gate allows entry into the fort. Atop each tower is a catapult or ballista capable of launching heavy bolts or barrages of stones as far as 2,000 feet away from the fort.

Deep ditches surround the forts, each of which is manned by about 250 guards. Each also has a well within its walls and a network of deep dungeons that lead into each other excavated into the ground. They are furnished with enough dried food to withstand a siege lasting three months.





If the heroes visit this area, they can hear rumors about a ghost that haunts the dungeons, or they can see someone hastily leaving the area because she just saw the ghost. This ghost is a female human, and she died during the hobgoblin onslaught when a troop of burrowing hobgoblins caught her wandering the tunnels under the forts. If a hero sees her and asks respectful questions, he or she can find out the following story via the ghost's soft-spoken reply:

Her name was Liath, and she was wandering the dungeons because she had just revealed to a visiting minstrel that she had fallen in love with him. Unfortunately for her, he had spurned her attention. Feeling sad and lonely, the young maiden had mindlessly wandered down into the dungeons and promptly gotten lost amid the twists and turns. When she heard the sounds of movement, she had called out for help and promptly been killed by some hobgoblins. However, her existence hadn't ended there. She appeared in her ghostly form only seconds after the attack, inadvertently frightening the hobgoblins. At the time, she wasn't sure what had happened to her, but she did find her way back to the minstrel to warn them about the hobgoblins. The unsympathetic singer hadn't listened, but thankfully for the Solamnic Knights, his apprentice did. The apprentice warned the Knights, and they shored up the breach in the dungeons. They never found any hobgoblins down there, though, since Liath had scared them away. Ever since then, Liath has wandered the halls of the dungeon, watching for new trespassers. Those who live in Maelgoth know her as the Watcher.

If the heroes impress upon her that something is destroying the city, she directs them to where a hidden *fly* scroll rests. She mentions that another woman placed it behind the loose wall stone about ten years ago and hasn't been back for it since then. The *fly* scroll can be used to help the heroes reach the Chaos Cloud.

Two: Main Gate

The city's main gate also serves as a stand-alone fortress. The double gates can open to a gap fully 40 feet wide, though each gate has a much smaller door to allow for normal foot or horseback traffic. Twin blockhouses, each standing about 80 feet high, flank the gates. When opened, the great portals lead into a tunnel through the gatehouse that can be blocked by no less than three portcullises. Slits in the floor of the upper parapet allow arrows, boiling water, and hot oil to be dropped on an intruder in the confined passage below.

A garrison of one hundred guards is posted here at times of trouble.

Three: Corner Gates

The corner gates are smaller portals that allow passage directly into the city from the road that runs along the bank of the river. Each is only 12 feet wide, so large wagons and big caravans tend to pass around the walls to the main gate, but individuals and small parties often enter the city through one or the other of these gates.

The corner gates pass through a single tower, which is a structure standing about 50 feet tall. Like the main gates, these passages can be blocked with portcullises, and they provide murder holes for the garrison to attack intruders trapped below.

Forty guards rotate watches at each corner gate.

Four: Waterfront

The waterfront traditionally served as the center of commerce for Maelgoth. Most of the waterfront district lies outside the city's wall. Many ramshackle warehouses, fish canneries, and smokehouses crowd along the flat riverbank. These are mingled with a liberal mix of cheap taverns, gambling dens, brothels, and flophouses.

The wharves themselves consist of solid stone, and in many places, jut as piers into the deep water of the river. Now the piers are gaunt, sunblistered peninsulas rising from the hardened mud of the shallow riverbed. The nearest channels of water are at least 100 feet away, and the murky liquid meanders listlessly—too sluggish and shallow to bear any boat larger than a small canoe.

With the loss of the river, this part of the city resembles a ghost town. A few of the inns still cater to thirsty customers, but the commerce, travel, and fishery industries that had supported the thriving waterfront have all withered during these bleak, hot summer days.

Kent Larkspur, the master of the waterfront, is having minor problems that have only increased his general irritability about recent events: The restless dead have started plaguing the waterfront. Long-dead skeletons have started sloshing out of their watery grave to attack those who live and work on the waterfront. Kent has called in the guards, but they haven't been too successful in stopping the problem. In fact, the guards have caused more than a few problems by irritating the people who work and live in the waterfront district. If the heroes wander into the waterfront area, they inevitably meet Larkspur as he's hauling some grimy bones off to a bonfire that he has started just outside the town.

Larkspur attempts to rope the heroes into cleaning up from the night before. If the heroes refuse, he shrugs and makes a throw-away comment

about the undead coming to get them tonight. If they help, when they're done, he asks them to help him investigate the cause of this recent unrest. He doesn't believe that it is due to the Chaos Cloud since local rumors persist in saying that a necromancer has recently found shelter in Maelgoth.

Should the heroes agree to keep an eye out for this possible necromancer, Dungeon Masters can add this element to the Wizards' Quarter. The heroes can spot her buying spell components in town, overhear her talking to her apprentice about bones and their uses, or something similar. When confronted, the heroes discover that the necromancer's apprentice is actually the cause of the recent unrest. He wants to stop the Chaos Cloud, so he has been trying to raise an undead army. Unfortunately, his spells keep going slightly awry, which causes the undead to attack the people of the city instead of protect them. Once the heroes discover this, the apprentice or the necromancer master attempt to make amends by providing the heroes with a useful magic item, such as a *potion of levitation*, offering another means to reach the Chaos Cloud.

Five: Central Square and Palace

The broad plaza at the heart of Maelgoth has typically been one of the busiest food markets in all Ansalon. Now it is the scene of some listless bartering, with a few merchants offering goods at exorbitant prices. Some have erected awnings over their stalls, but much of the broad pavement is empty, exhibiting nothing more than flies, little whirlwinds of dust, and the occasional scrawny dog poking around for a scrap of food.

The great facade of the Lord Mayor's Palace dominates the plaza. Fanthalas Karango has ruled this city for twenty-five years, and during that time he has grown very used to an opulent lifestyle—which the tariffs drawn from the bustling trade in his city easily supported. Lush gardens once surrounded his grand home, though these gardens have since dried and withered as precious water is conserved for necessary uses.

Still, every day at noon the mayor leads a procession of his loyal guards on a march around the plaza and along some of the major avenues of his city. His subjects can approach him with requests, complaints, and so forth, though his guards always remain watchful of danger.

◆ **Fanthalas Karango, male human F5/C4:** AC 5 (chainmail); MV 9 (15 on horseback); hp 32; THAC0 16; #AT 1 (longsword); Dmg 1d8; SZ M (5'9" tall); ML elite (14); Int exceptional (15); AL LN.

◆ **Fanthalas Karango: Human male adult, grandiose demeanor, Adventurer.** Co 5, Ph 5, In 8, Es 7, Dmg +7 (longsword), Def -3 (chainmail).





- ◆ **Maelgoth guards, male and female humans F1 (30):** AC 6 (scale mail); MV 9; hp 5; THAC0 20; #AT 1 (longsword); Dmg 1d8; SZ M (5'10"); ML average (10); Int average (10); AL LG.

- ◆ **Thirty Maelgoth guards:** Human male and female adults, various demeanors, Rabble. Co 5, Ph 6, In 5, Es 5, Dmg +7 (longsword), Def -4 (scale mail).

The mayor maintains these processions even in the face of the Chaos Cloud's bombardment, believing that his courage is helpful to the morale of the people of his city. Though he has used his position to enrich himself, he is in fact sincere in his desire for his peoples' good.

If he has a chance to encounter the heroes, he pleads with them to do something about the menace that, otherwise, will destroy his city. He is a very rich man, and his coffers hold the wealth of many generations' worth of taxes. Although he will part with some of this wealth as an incentive, it is his belief that true heroes should take on the mission merely because it's the right thing to do. However, he can be persuaded to pay the costs that the wizards demand (see "Seven: Wizard's Quarter") should the heroes seek the mages' help to reach the Chaos Cloud.

Six: Temples

The city offers an array of temples, including grand edifices devoted to many of the major deities of Krynn. Hero priests are welcomed at the houses of their appropriate faiths, while nonclerical heroes may still find an opportunity to make an offering so that they gain good luck in the various endeavors.

The major temples are marked on the city map. The initial inside each temple symbol indicates the particular deity who is worshiped there:

Gods of Good	Gods of Neutrality	Gods of Evil
P=Paladine	G=Gilean	T=Takhisis
M=Mishakal	R=Reorx	S=Sargonnas
K=Kiri-Jolith	L=Lunitari	
B=Branchala		

The high priests in the temples of Paladine, Mishakal, Takhisis, and Gilean have sufficient powers to cast the *chariot of Sustarre* spell. This powerful enchantment has the ability to carry a party of heroes up to the Chaos Cloud. However, none of these priests is likely to cast the spell unless under one of these conditions:

- ◆ The heroes include a cleric of that same faith, and a substantial donation is made to the temple.
- ◆ The Chaos Cloud has begun to bombard temples and it is clear to even a dogma-bound high priest that the heroes represent the best and only hope of bringing this scourge to an end.

Should Narrators want to add a little more action to this area, they can use the following brief encounters. Each correlates to a church or temple of Good, Neutral, or Evil:

- ◆ **Good Temple:** As the heroes near the temple, a scruffy boy steps out of the shadows and offers to sell them a magical potion. If asked what the potion does, the boy seems rather evasive and states that it can do all kinds of things. The potion in question is a *potion of healing* from the Temple of Mishakal. The boy, who calls himself Veran, stole the potion from the temple the morning before. He wants twenty-five gold pieces for the potion. If the heroes act hostile, the boy takes off running. What do the heroes do? Will they find out that the potion was stolen? What will they do when they find out?

- ◆ **Neutral Temple:** A scribe from the Temple of Gilean absentmindedly bumps into the heroes before they enter a temple. Her papers go flying all over the place. If the heroes attempt to help her gather her papers, allow them to make an Intelligence check (average Perception action) to see if they can catch the following passage: "...is when the kender will know fear. Soon after, unless the great Chaos minions are vanquished, the great wyrms shall control parts of Krynn..."

If the heroes ask about this passage, the scribe Lyssa reluctantly tells them that a young half-elf has been having unusual dreams. Lyssa has been assigned by the Temple of Gilean to write down all of his dreams so that they can be studied by the temple elders. If the Narrator wants to, he or she can flesh this adventure hook out a bit more and allow the heroes to learn more about the possible future of Krynn.

- ◆ **Evil Temple:** A pleasant, middle-aged woman named Madeline approaches the heroes and asks for them to retrieve a sword from the temple that they wish to visit. She explains that she needs to run a few quick errands before she can get to the temple, which could cause her plans to go vastly awry. She offers the heroes two *potions of healing* for their trouble. She will give one before they go and one after they return the sword to her. If the heroes offer to do this errand for her, they find the priests at the temple to be very helpful once they mention Madeline's name. However, before they hand over the sword, they warn the heroes that its power is great and can overwhelm the weak of will. Also, if the heroes carry it, they should keep it folded within the magical cloth that it currently resides in or fall prey to its enchantment.

The sword is known as the Chemosh's sword and it causes its bearer to fall prey to a wasting disease, although it causes a strange sense of euphoria. The euphoria masks any sense that the bearer

is diseased and adds a +3 to the bearer's Strength score (*+1 to Strength ability score*). Upon examination, a person skilled in healing arts or magic can automatically determine that something is wrong with the bearer. Over the course of 1d10 days, the bearer will become progressively paler until he or she dies on the final day of the curse. Does one of the heroes fall prey to the curse? If so, what do they do? If not, will they discover the real reason for Madeline's need for the sword?

Seven: Wizard's Quarter

Maelgoth is known as the setting for much magical research and education. Though it never achieved the status of Palanthas or the Tower of High Sorcery at Wayreth, the Wizards' Quarter of the city has housed many small schools of magic, as well as shops for alchemists, apothecaries, and others who dabble in the arcane arts.

The names and locations of the two most powerful mages who live here are common knowledge to any businessperson, city guard, or lifelong inhabitant of Maelgoth. These two wizards are bitter rivals. Each is the master of a school and its attendant shop in this quarter of the city. Unfortunately, the two mages are both relatively petty and spiteful humans. Each is more concerned with protecting his or her own reputation and possessions than in contributing to the protection of the city. (Of course, part of the reason for this lies in the fact that they realize they can do little to prevent the Chaos Cloud from wreaking its destructive power.)

◆ **Zandar the Magnificent, male human W11 (Red-Robed Wizard):** AC 2 (*bracers of defense AC 2*); MV 12; hp 31; THAC0 17; #AT 1 (*dagger +4*); Dmg 1d4+4; SA wizard spells; SZ M (5'11" tall); ML elite (14); Int exceptionally (15); AL CN.

Spells Memorized (4/4/4/3/3): 1st—*enlarge, feather fall, jump, light*; 2nd—*fog cloud* (×2), *fools' gold, whispering wind*; 3rd—*fly* (×3), *gust of wind*; 4th—*dimension door, polymorph other, solid fog* (×2); 5th—*fabricate* (×2), *stone shape*.

◆ **Zandar the Magnificent: Human male adult, opinionated demeanor, Master.** Co 6, Ph 7, In 8 (64), Es 7, Dmg +10 (*dagger of glory*), Def −4 (*bracers of defense*), also sorcery (*aeromancy, enchantment, transmutation*).

Zandar is a pompous, sneering old man of unfailingly unpleasant manners. He demands flattery and is insulted and sulky if not treated with what he believes is the appropriate level of respect.

He can help the heroes get up to the Chaos Cloud—for a price—only if they are appropriately

humble. He has a *broom of flying* and a *potion of levitation* (four doses). He also has the ability to cast a *fly* spell, which he might bestow upon a hero. None of these favors come cheaply.

Finally, Zandar tempts the heroes with an exorbitantly priced jug of a *potion of haste*. However, the contents are enough for twelve doses, and the heroes may have reason to know how valuable this enchantment can be.

◆ **Hennihoya the Unequaled, female human W12 (White-Robed Wizard):** AC 4 (*ring of protection +6*); MV 12; hp 30; THAC0 17; #AT 1 (*dagger +3*); Dmg 1d4+3; SA wizard spells; SZ M (5'11") L elite (14); Int exceptionally (15); AL LG.

Spells Memorized (4/4/4/4/4/1): 1st—*feather fall, jump, unseen servant, wall of fog*; 2nd—*fog cloud, levitate, shatter, stinking cloud*; 3rd—*fly* (×3), *wind wall*; 4th—*dig* (×2), *solid fog, stoneskin*; 5th—*stone shape, teleport, transmute rock to mud, wall of stone*; 6th—*enchant an item*.

◆ **Hennihoya the Unequaled: Human female adult, imperious demeanor, Master.** Co 6, Ph 8, In 8 (64), Es 7, Dmg +8 (*dagger of fame*), Def −3 (*ring of protection*), also (*aeromancy, enchantment, geomancy*).

Hennihoya is a precisely organized person who likes everything to be *exactly* the way she likes it. She fusses for an hour to arrange the components for her spells on her table. While she is a knowledgeable teacher, she is very difficult to learn from because she insists on her students doing things exactly the way that Hennihoya wants them to be done.

She is suspicious and envious of Zandar, who is her only real rival in Maelgoth. While she proclaims her virtuous nature to anyone who listens, she is far more concerned with looking good than she is with actually doing good.

If the heroes come to her for help in reaching the Chaos Cloud, she needs to be persuaded. If she thinks that she can enhance her reputation, especially at the expense of Zandar's, she might provide some of the benefits of her magic. Even so, she demands a hefty price, justified because all these components once cost her valuable treasure.

She can offer a *fly* spell, a *levitate* spell, and a *ring of flying*. Also, she has eight doses of a *potion of feather fall*; she tries to sell this because it might be very useful for getting down from the cloud.

Hennihoya also has a *ring of teleportation* that might prove useful in getting a hero up to the Chaos Cloud. However, this is one of her most cherished possessions, and she is not likely to willingly part with it under any circumstances.

Like Zandar, Hennihoya also has a *potion of haste*—in her case, a vial containing eight doses.





PART FIVE: THE CHAOS CLOUD

The ultimate confrontation with the Daemonlord occurs in the mighty Chaos Cloud. Although to outward appearances it resembles a great thunderhead, the Chaos Cloud is in fact a flying vessel created from semi-solid vapor. Many twisting, winding passages penetrate it, and it contains several great chambers wherein lay the infernal works of this monstrously destructive craft. (See the map.)

REACHING THE CHAOS CLOUD

The skyship is floating some 6,000 feet over the ground. The heroes have several options to reach it, which are described below.

FLYING TO THE CLOUD

The heroes can use various magical means to ascend to the heights of the cloud. These magical means typically bring them to one of the cloud's outer surfaces, which are identified on the map and include the aeries and the bombardment platforms. Of course, heroes who arrive this way have to run the gauntlet of scavenger spawn that constantly circle the great cloud.

Each day, more scavenger spawn are created from the bodies that the daemon warriors harvest every evening. At the start of the timeline, ten scavenger spawn circle the cloud. With every dawn thereafter, ten more spawn join them. For example, by dawn of Day Four on the timeline, there are fifty scavenger spawn protecting the Chaos Cloud.

Unless the heroes are invisible or otherwise thoroughly concealed, they are spotted as they fly toward the cloud. The scavengers tend to circle in a scattered pattern around the great cloud, so only 10% of the total number attack on the first round (*combat exchange*). However, every other round (in other words, on the third round of battle, then the fifth, and so on), 10% more of the total number join the fray.

◆ **Scavenger spawn:** AC 5; MV 6, fly 21 (B); HD 4+4; hp 20 each; THAC0 17; #AT 3 (claw/claw/bite—in air), 1 (bite—on ground); Dmg 1d8/1d8/1d6 or 1d6; SA slow; SD +1 or better weapons needed to hit; SZ M (5' tall, 10' wingspan); ML elite (14); Int low (7); AL CE; XP 975 each.

◆ **Scavenger spawn:** Monster. Co 11, Ph 16, In 4, Es 7, Dmg +11, Def -3, also immune to normal weapons and slow.

The scavenger spawn fight in the air and even pursue the heroes onto the surface of the cloud. Once the heroes actually "enter" the cloud, however, the spawn return to their former flight patterns.

RIDING THE TORNADO

The heroes can also reach the cloud by sneaking a ride in the whirlwind that lowers from the belly of the cloud every evening. This howling funnel of wing brings up the daemon warrior and his grim harvest of corpses. If the heroes arrive at the foot of the cloud, the daemon warrior tries to stop them, of course. However, the whirlwind remains in place until the daemon warrior enters it, so if that monster is killed, the heroes can enter the tornado and ride it up to the cloud.

◆ **Daemon warrior:** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by sleep, charm, hold, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Daemon warrior:** Undead. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura and immune to normal weapons and fire.

In this case, the heroes likely arrive at the vortex chamber of the cloud, and they are not intercepted by scavenger spawn in the air around the skyship. The powerful air elementals who dwell in the vortex chamber may take a dim view of their arrival.

Heroes (and anything else) raised from the ground to the cloud rises quickly at a rate of about 1,000 feet per minute. When the passenger reaches the vortex chamber, his or her upward progress abruptly ceases, and he or she remains at that level for 2 rounds *{minutes}*. A hero can freely step out of the whirlwind to stand on the cloudy floor of the chamber. Anyone who does not exit the whirlwind within those 2 rounds *{minutes}* is abruptly whooshed upward again and is deposited in the power chamber 1 round *{minute}* later.

INSIDE THE CLOUD

Because of the soft and spongy nature of the footing, heroes who rely on their feet to move through the Chaos Cloud move at half their normal movement rate. Thus, a movement rate of 6 becomes 3, 12 becomes 6, and so on. Naturally, this effect does not impair those who are flying or using some other means to get around.

On the other hand, climbing vertical surfaces in the cloud is actually easier than scaling rock or other sheer, hard surfaces. (This is an important detail, since some of the cloud's areas can be reached only by ascending nearly vertical passages.) To calculate the benefit, a hero with climbing or mountaineering skills, or a thief using the Climb Walls ability, has fully double his or her normal chance of success. *{All actions that require climbing in the cloud are one degree easier than normal for those who can normally attempt to climb.}*

It is also possible to "dig" through the vaporous stuff of the cloud. A tool such as a knife, sword, or ax is handy; with one of these, a hero working hard can excavate 10 feet of tunnel per turn (*ten minutes*). This tunnel is wide enough for the digger to move through at a crouch, with other heroes following single file. A shovel or spade is even better for this work, doubling the rate of "excavation" to 20 feet per turn (*10 minutes*).

THE OUTSIDE OF THE SKYSHIP

The bottom of the Chaos Cloud is smooth and relatively featureless, except for the yawning hole beneath the vortex chamber. A hero who can fly into this hole can ascend all the way to the chamber, though he or she would probably see the aeries or bombardment stations as a more accessible landing spot. -

The rough and irregular outer surface of the cloud offers many bowls and hollows where heroes can gain secure perches for rest or concealment. From anywhere on the side of the cloud, heroes should not find it hard to work their way upward. These same irregularities allow steady climbing without the risk of a fall. No openings leading into the cloud can be found on the sides.

The top of the cloud rolls irregularly, except for the three aeries. In those places, the most obvious passages leading into the cloud can be found.

ONE: VORTEX CHAMBER

The heroes can enter the vortex chamber through the hole in the floor, which is where the tornadoes



descend and return, and through tunnels connecting to several other parts of the ship. A vertical passage also connects the vortex chamber to the power chamber, but this is really an extension of the tornadoes that the Chaos Cloud uses to raise cargo from the ground. So long as the tornado is in existence, the passage up to the drive chamber is open. As soon as the tornado ceases, however, the upper passage closes.

Regardless of whether or not a funnel cloud is currently whirling below the cloud, the air in the vortex chamber constantly whirls through a circular motion. This whirlwind is created by the steady spinning of three air elementals, who spend their existence racing counterclockwise around the perimeter of the chamber. If any being who is not a creature of chaos enters the room, however, these elementals cease their circling and immediately attack.

- ◆ **Air elementals (3):** AC 2; MV fly 36 (A); HD 16; hp 80 each; THAC0 5; #AT 1 (air blast); Dmg 2d10; SA +1 to hit and +4 to damage in aerial combat, 80' whirlwind form causes death to all 3 HD or less creatures or causes 2d8 points of damage; SD +2 or better weapons needed to hit; SZ H (16' tall); ML fanatic (17); Int low (7); AL CE; XP 11,000 each.
- ◆ **Three air elementals:** Magical creature. Co 18, Ph 48, In 5, Es 11, Dmg +10, Def -4, also aeromancy, dive, fly, incorporeal, and immune to aeromancy.

Fortunately, these air elementals cannot use their fearsome whirlwind ability within the Chaos Cloud. If they did, they would tear the stuff of the skyship apart. The howling winds within the chamber cause some difficulties in combat. Any attacks with a bow and arrow suffer a -6 penalty to hit (*base difficulty is desperate*). Attacks with thrown weapons suffer a -4 penalty (*base difficulty is daunting*), and attacks with crossbows suffer a -2 penalty to hit (*base difficulty is challenging*).

TWO: AERIES

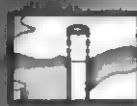
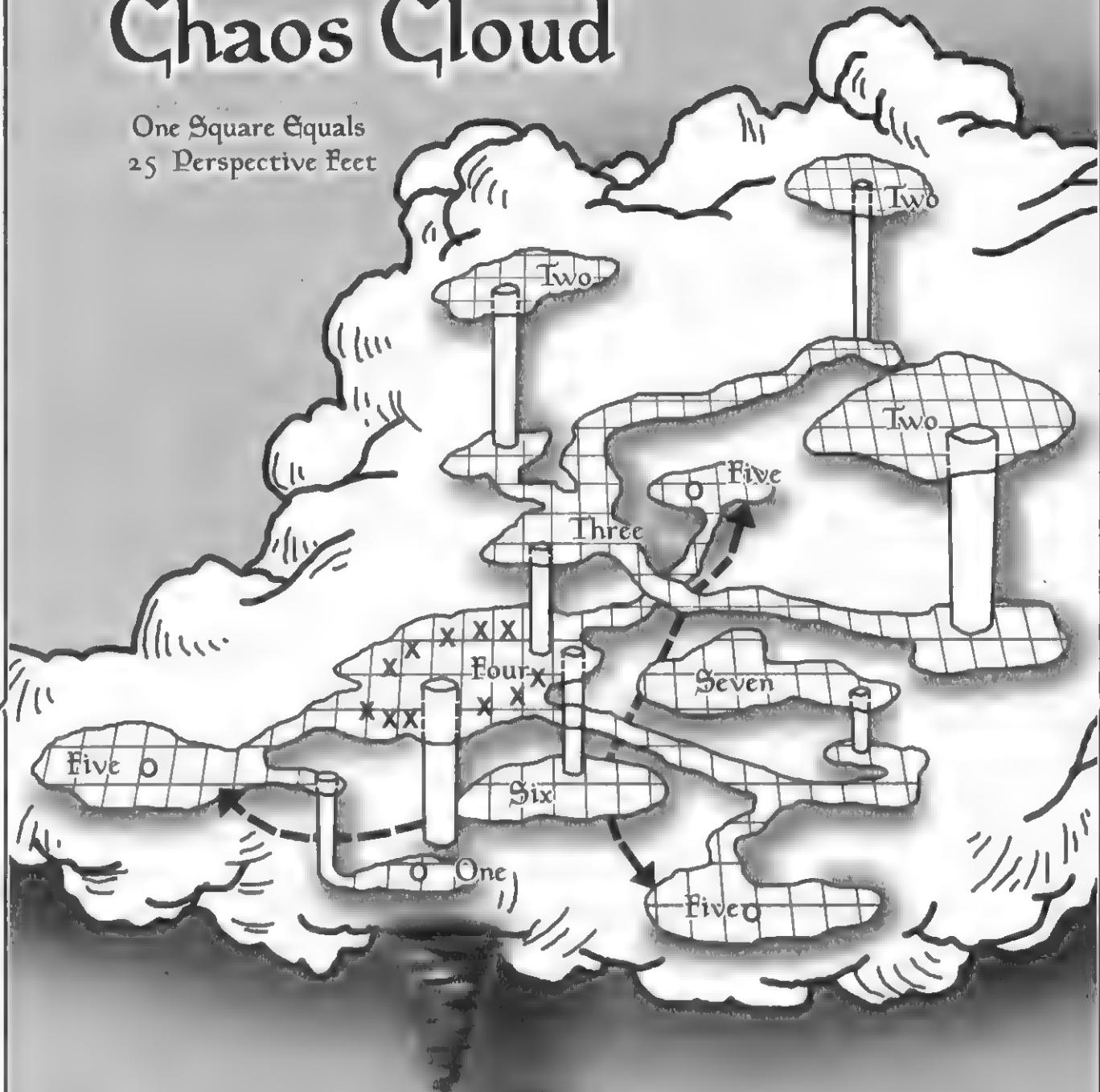
These relatively flat platforms on the upper surface of the cloud serve as nighttime resting places for the fire dragons and daemon warriors who patrol the periphery of the city during the day. One dragon and its warrior rider rest on each of the three aeries.

- ◆ **Fire dragon:** AC -8; MV 9, fly 24 (C); HD 15; hp 77; THAC0 5; #AT 3 or special; Dmg 1d12/1d12/6d6; SA fire breath (Dmg 8d12+8), touch burns (1d8 points of damage); fear aura, normal dragon attacks—wing slap, tail slap, etc.; SD magical or god-blessed weapon needed to hit, immune to fire; SZ L (70' long); MR 25%; ML fanatic (18); Int low (6); AL CE; XP 18,000.
- ◆ **Fire dragons:** Monster. Co 12, Ph 70, In 4, Es 4, Dmg +65, Def -40, also dive, dragon breath, dragonawe, and immune to normal weapons.



Chaos Cloud

One Square Equals
25 Perspective Feet



Vertical
Passage



Cloud
Exterior



Energy
Blast



Funnel
Cloud



Dragon



◆ **Daemon warriors:** AC 0; MV 15, fly 18 (A); HD 10+5; hp 55; THAC0 11; #AT 2; Dmg 1d12/1d12; SA fear aura; SD +2 or better weapons needed to hit; immune to all fire, unaffected by *sleep*, *charm*, *hold*, or cold-based spells, poison, and paralyzation; SZ M (7' tall); ML fanatic (17); Int exceptional (15); AL CE; XP 8,000 each.

◆ **Daemon warriors:** *Undead*. Co 9, Ph 12, In 9, Es 9, Dmg +12, Def -8, also fear aura and immune to normal weapons and fire.

During the day the aeries are unoccupied, though each of them remains within sight of the scavenger spawn that circle around and above the cloud. A shaft plunges downward into the cloud from each aerie. The sides can be climbed as noted above, under "Inside the Cloud." The heroes can find nothing on the aerie to which they can attach a rope, which might make heroes who prefer the security of a gentle downward rappel unhappy.

THREE: SPAWNING ROOM

The shafts leading downward from the aeries eventually all connect to the large spawning room, which is a focus of one part of the Daemonlord's hideous power.

This great chamber has a lofty ceiling that looks like the underside of a black storm cloud. Three yawning passages gape in the walls. The entire area is cast in a sickly shade of greenish light, which emanates from the swirling maelstrom in the center of the room. That churning area is a mass of emerald-colored mist that rises above the level of the floor in a low, rounded dome. Tendrils of glowing smoke break away from the mist, rising higher into the room, then abruptly wisping outward through one or another of the three passages.

The floor surges and shivers, and nearby a skeletal hand emerges from the murk, then drops from view again. Nearby, a skull comes into sight, and over there is a leg bone, then a whole skeleton that rolls lifelessly above the murk and sinks through the floor.

Corpses that have been brought into the cloud litter the whole floor of this chamber. Many of the bodies have already been converted into scavenger spawn. These others are the "rejects," or cadavers too scrawny or too badly damaged to serve the Daemonlord's spawning needs.

Scavenger spawn are actually created in this chamber, so if the heroes happen to be here during the hour before dawn, they can witness the

creation of ten of these skeletal flyers. If the spawn see the heroes in here, they attack; otherwise, they fly up to the aeries and out into the sky.

◆ **Scavenger spawn:** AC 5; MV 6, fly 21 (B); HD 4+4; hp 20 each; THAC0 17; #AT 3 (claw/claw/bite—in air), 1 (bite—on ground); Dmg 1d8/ 1d8/1d6 or 1d6; SA slow; SD +1 or better weapons needed to hit; SZ M (5' tall, 10' wing-span); ML elite (14); Int low (7); AL CE; XP 975 each.

◆ **Scavenger spawn:** *Monster*. Co 11, Ph 16, In 4, Es 7, Dmg +11, Def -3, also fly, slow, and immune to normal weapons.

The three obvious passages from this room lead to the three aeries. The only way (short of digging) to penetrate from here into the interior of the Chaos Cloud is for a hero to step into the murk of the maelstrom. Heroes who do so float slowly down to the power chamber. Each must also make a saving throw vs. poison; failure means that the hero suffers 1d10 points of choking damage before dropping into the power chamber. (*Heroes in the shaft must attempt a daunting Endurance action. Failure means that the hero suffers 5 damage points from the poisonous fumes.*)

FOUR: POWER CHAMBER

The power chamber is the largest room in the entire Chaos Cloud. Not only does it contain the driving force that holds the great skyship together, but it also serves as the dungeon containing the heroes' now-helpless dragons.

Dragons are everywhere in this vast chamber, lying torpid and motionless on the dark, murky floor. Scales of silver and gold are arrayed beside others of blue and red. The massive flanks do not seem to move, and tendrils of black smoke twist sinuously around snouts, wings, and tails. Whether these are physical bonds cannot be determined simply by a glance, for the dragons show no signs of struggle—or even of life.

Indeed, the brightness of metallic scales has faded to a dull tarnish, while the chromatic wyrms seem pale shadows of their once-vibrant colors. Ribs show through gaunt flanks, while the great wings seem shriveled and withered by starvation and cruel imprisonment.

The Daemonlord has harnessed these mighty serpents to provide the power for his skyship. Each is still alive, but the toxic power of Chaos has rendered each comatose and helpless.

The smoky tendrils in fact serve two functions: They serve as the magical bonds that initially held the imprisoned dragons in place, and now they act as leeching tubes, sucking the vitality of the great serpents to feed the monstrous power source at the center of this great chamber.

A powerful guardian lurks in the center of this chamber, protected by a spell of invisibility. The dracolich observes the arrival of any intruders and moves swiftly to attack. This skeletal monster was originally a very old red dragon and thus battles with the attributes of that villainous serpent.

◆ **Dracolich:** AC -10; MV 9, fly 30 (C); HD 20; hp 100; THAC0 1; #AT 3 + special; Dmg 1d10/1d10/3d10; SA fire breath 90' by 5' to 30' (18d10 +9), fear radius (35 yards, -1 (+3) fear modifier), paralyze gaze within 40 yards vs. saving throw (victims with 6 HD or more receive +3 bonus), successful attacks inflict 2d8 points of chilling damage and must save vs. paralyzation or be paralyzed for 2d6 rounds, *undead control* once per 3 days (with -3 penalty on save, lasts for one turn if failed), affect normal fires 3/day, pyrotechnics 3/day, heat metal 1/day, suggestion 1/day, hypnotism 1/day; SD immune to charm, sleep, enfeeblement, polymorph, fear, cold, electricity, hold, insanity, death magic, poison, paralyzation, turning, and fire, only magic from wizards or monsters of 6th level/Hit Dice or higher can affect them, once slain its spirit returns to host, sees invisible objects or creatures in a 90' radius, possesses clairaudience ability in a 180' radius while in lair; MR 50%; SZ G (142' long); ML fearless (19); Int exceptional (16); AL CE; XP 22,000.

Spells Memorized (2/2/2): 1st—grease, unseen servant; 2nd—darkness 15[fm] radius, invisibility; 3rd—slow, wraithform.

◆ **Dracolich: Undead.** Co 12, Ph 63, In 15, Es 15, Dmg +30, Def -20, also dragonawe (one degree more difficult), paralyze (gaze: average Endurance (Strength) action to resist), immune to electricity, mentalism, necromancy, and poison.*

*Additionally, a dracolich can control lesser undead.

Fortunately for the heroes, the dracolich is unwilling to use its breath weapon if the area of effect would include any of the eleven dragons currently being drained in the power chamber.

A number of passages lead out of the power chamber, including tunnels to each of the bombardment stations, downward shafts to the vortex chamber and the fire pit, and a tunnel leading toward the Daemonlord's lair. Also, a shaft in the ceiling leads up to the spawning room. However, the heroes cannot reach this latter area except by flying, and any heroes entering the upward shaft must make a successful saving throw vs. poison or suffer 1d10 points of choking damage. {Heroes must attempt a daunting Endurance action. Failure means that the hero suffers 5 damage points from the poisonous fumes.}



FIVE: BOMBARDMENT STATION

Each of the bombardment stations is a source of the destructive meteors that the Chaos Cloud has been dropping onto Maelgoth. The rooms are dark, smoky chambers thick with the scent of sulfur and smoke. Each has a smooth floor with a bowl-shaped depression in the middle.

Each bombardment station launches a meteor once every three turns (thirty minutes). The development of the destructive missile follows a regular cycle, starting immediately after a missile has been dropped:

- ◆ **1-10 Minutes:** The room is dark, but a low, pulsing sound thrums through the air, seeming to vibrate the walls and floor. Heroes can feel this vibration in the pits of their stomachs.
- ◆ **11-20 Minutes:** A glowing ball of fire begins to take shape, completely filling the depression in the center of the floor. Heroes can feel heat on their faces and skin, though they do not suffer damage.

Any attack against the growing sphere—physical, magical, or something as simple as dousing it





with water—interrupts the formation of the meteor. The fire fades and the thrumming noise ceases until the station is repaired, as explained below.

- ◆ **21–25 Minutes:** The fiery meteor is glowing hot. Any hero present must make a successful saving throw vs. breath weapon each round {a challenging Endurance action each minute} or suffer 1d6 points of damage {1–3 damage points; use aura-based resolution}.

The meteor formation can be disrupted, but only by physical damage. Treat the sphere as if it possesses AC 4 and has a large size; it is interrupted if it suffers at least 24 points of damage {Def –3; heroes must inflict a minimum of 12 damage points to interrupt it}.

The station is inoperable until repaired.

- ◆ **26–29 Minutes:** The heat of the meteor now inflicts 2d6 points of damage, though a successful saving throw vs. breath weapon reduces damage by half. Any weapons striking the meteor must make a successful saving throw vs. spell or be melted down.

(Draw two Fate Cards and use the aura to determine whether 1, 2, or 3 damage points are inflicted per card because of the heat. A successful challenging Endurance action reduces the damage by half. Weapons can melt if used against the meteor. To determine whether this happens, heroes can perform challenging Agility actions to see how quickly and adeptly they use the weapon and add a bonus equal to the weapons damage rating to the result. If the action fails, the weapon melts due to remaining in contact with the heat too long. Should a mishap occur, the melting weapon splashes against the hero or heroes nearby and inflicts 1–10 damage points.)

The meteor's formation can no longer be interrupted.

- ◆ **30 Minutes:** The meteor blasts downward through the floor. The suction of its passage can possibly pull heroes along with it. Anyone in the bombardment station when the meteor is dropped must make a Strength check {an average Strength action}. Failure means that the unfortunate hero is pulled down through the floor and starts to fall toward the city 6,000 feet below.

Repairing the Station

If the heroes interrupt meteor creation, the station does not generate any more meteors until it has been visited and repaired by the deepspawn from the fire pit (see below). It takes the deepspawn one hour to reach the bombardment

station, and another hour passes before it can restore the magical energies to proper balance. Only after the deepspawn has returned to the fire pit can the bombardment station resume its meteor creation.

SIX: FIRE PIT

The fire pit serves as the focal point of the magical energies that create the Chaos Cloud's deadly meteors. It is the hottest room in the cloud, and the air, walls, and floor pulse with an infernal heat. Every turn {ten minutes}, this heat focuses into a crackling bolt of energy that blasts along the shaft toward one of the bombardment stations. Although this energy is uncomfortably warm, it does not inflict physical or fire damage—it requires the focus of the bombardment station to give it its dangerous essence.

This room also acts as the domain of an unspeakably horrible creature known as the deepspawn. This being of pure Chaos has been drawn from the Abyss in answer to the Daemon-lord's compelling summons. Now it lurks in the center of the chamber in a low depression in the cloud-floor. The heroes cannot see it when they first enter the chamber.

The deepspawn moves from its pit within a round or two {minute or two} of the heroes' entry. It can move freely through the murky floor, so it creeps right up to the intruders with only a single eye peeking from above the floor. When it is right in the midst of the party, it attacks. Jaws and tentacles lash upward from a circle a full 40 feet in diameter, so the heroes might initially feel as though they're being attacked by several different monsters. However, by the second round {minute} of battle, the hideous body emerges into view.

A monster of unspeakable horror wriggles on the floor, with tendrils of smoke trailing from its blob of a form. The body is a large, rubbery sphere of mottled brown. Three serpentine necks, each tipped with a gaping mouth of sharp, curved fangs, lash back and forth. Monstrous tentacles, very long and covered with moist, oozing suckers, extend toward you, groping eagerly toward flesh. Two of these tentacles clutch massive swords, wielding the weapons with savage skill.

- ◆ **Deepspawn:** AC 6; MV 6, swim 8; HD 14; hp 85; THAC0 7; #AT 6 (3 bites/2 longsword attacks/1 slap); Dmg 3d4 (×3); 1d8+4 (×2), 1d4+1; SA cast hold once/3 rounds, constriction, ESP and water breathing at will; SD can heal self once/day,

immune to poison, regenerates 2 hp per day; SZ H (14' diameter, 20' tentacles); MR 77%; ML elite (16); Int genius (18); AL CE; XP 12,000.

Special Abilities: Constriction causes 1d4 points of damage in first round and 1d4+1 for rounds after that (automatic if held, successful attack roll required if not) and causes 1 point of damage in the round that a hero can sever the tentacle and break free.

◆ **Deepspawn:** *Monster.* Co 4, Ph 42, In 9, Es 8, Dmg +33, Def -2, also crush, melee weapons, paralyze, prehensile limb, regenerate, and immune to poison.

The two weapons wielded in the deepspawn's tentacles are *longswords* +4. This monster is described in the AD&D MONSTROUS MANUAL™.

SEVEN: LAIR OF THE DAEMONLORD

The heroes can reach this chamber by a wide shaft that ascends 100 feet from the level of the power chamber. The Daemonlord is here, lolling about in his vast lair, or perhaps looking through one of the "windows"—magic portholes encircling the chamber. Through these one can get a look at the landscape beyond the Chaos Cloud.

This encounter can run slightly differently, depending on whether or not the Daemonlord knows that its arrival upon Krynn was observed.

If the heroes had the good sense to remain concealed during that grim ritual, the Daemonlord is actually delighted to discover that intruders have reached his lair. Since he believes himself to be invulnerable, the beastly lord is genial and good-natured as it discusses the vile tortures and grisly fates eventually destined for the heroes. It even toys with the party by summoning a few lesser chaos creatures so that he can enjoy the spectacle of battle, measuring the capabilities of the intruders before disposing of them.

If the heroes don't move to attack, the Daemonlord goes through three rounds (*minutes*) of summoning, bringing these creatures in order:

◆ **Brutes (8):** AC 0 (blue war paint); MV 12; HD 3+2; hp 12 each; THAC0 17; #AT 2 (longsword); Dmg 1d8/1d8; SA regenerate up to 20 hit points of damage; SZ M (7' tall); ML champion (16); Int very (12); AL CE; XP 270 each.

◆ **Eight brutes:** Nonhuman. Co 6, Ph 11, In 6, Es 8, Dmg +8, Def -5*, also melee weapons, missile weapons, regenerate*, and thrown weapons.

* The blue war paint covering the brutes causes the -5 defense rating and allows the brutes to regenerate up to 20 points.

◆ **Spirit naga (1):** AC 4; MV 12; HD 10; hp 49; THAC0 11; #AT 1; Dmg 1d3 + poison; SA charm gaze; SZ H (15' long); ML elite (14); Int high (13); AL CE; XP 5,000.

◆ **One spirit naga:** *Monster.* Co 6, Ph 30, In 7, Es 7, Dmg +2, Def -3, also poison (bite) and mysticism (meditation, necromancy, and sensitivity).

◆ **Water elementals (2):** AC 2; MV 6, swim 18; HD 8; hp 37 each; THAC0 12; #AT 1; Dmg 5d6; SA poison*; SD +2 or better weapons needed to hit; SZ L (8' tall); ML fanatic (18); Int low (6); AL CE; XP 2,000 each.

Special Abilities: Because these elementals are spun from the polluted water of the Chaos Cloud, they are chaotic evil in alignment. Also, any hero struck by an elemental must make a saving throw vs. poison. Failure means that the hero is helpless with nausea for 1d10 rounds.

◆ **Two water elementals:** *Magical creatures.* Co 3, Ph 24, In 3, Es 9, Dmg +15, Def -4, also crush, hydromancy, incorporeal, overturn, suffocate, poison, and immune to hydromancy.

The Daemonlord does not even react to defend himself if the heroes make the first move to attack him. However, once he is wounded, he realizes the danger presented by these intruders. At that point, the creature marshals all of his defenses.

If the Daemonlord knows he is vulnerable, he fights savagely from the beginning of the encounter—as soon as he realizes that the heroes have entered his lair. Summoning the two water elementals in the first round (*minute*) of the battle, he joins battle rather than merely watching the summoned creatures fight.

◆ **Daemonlord:** AC -2; MV 12, fly 30 (B); HD 15; hp 120; THAC0 5; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/3d10; SA paralyze, deafen, lightning bolts; SD +2 or better weapons needed to hit; SZ L (12'); MR 50%; ML fearless (20); Int exceptional (15); AL CE; XP 21,000.

◆ **Daemonlord:** *Monster.* Co 15, Ph 45, In 9, Es 10, Dmg +25, Def -6, also paralyze (gaze), silence, summoning, immune to normal weapons, and resistant to magic.





EPILOGUE

Depending on the outcome of the confrontation with the Daemonlord, several events can occur.

IF THE HEROES SUCCEED

The Chaos Cloud has been created by the powerful essence of the Daemonlord. Naturally, it cannot maintain its solidity and shape if its creator is no longer present. Thus, once the heroes destroy the Daemonlord, the Chaos Cloud begins to dissipate. This dissolution takes a full six hours. By the end of that time, solid objects plunge right through the vaporous mass, just as they do through a normal cloud.

But even halfway through this period (after three hours), those within the cloud must spend nearly all of their time climbing upward simply to reverse the effects of the gravity trying to pull them through the floor. The cloud is so soft that horizontal movement is limited to one-sixth of the hero's normal rate.

As soon as the Daemonlord is killed, the smoky bonds imprisoning and draining the dragons in the power chamber are broken. The wyrms return to consciousness slowly: Each dragon requires 3d6 turns (*draw two Fate Cards and add the result to determine how many minutes pass*) before it can open its eyes and move its limbs. By the time the cloud begins to break up, however, the great serpents can glide down to a landing, and each is strong enough to bear at least one hero with it.

RETURN TO MAELGOTH

The heroes are given a grand welcome upon their return to the battered city. Any of the prominent citizens, such as the mayor or influential wizards, who in any way encouraged or aided the party also try to get in on the accolades, undoubtedly claiming more credit than they actually deserve. A great feast is held, and for a short time, the grim business of war is forgotten. Read the following aloud once the players have had a chance to roleplay the return to the city and the beginning of the feast:

As you are eating at the table of the Lord Mayor, the relieved laughter and excited chatter of the room echoes around you. A melodic voice rings out through the cheer, catching everyone's attention with its words.

"I, Ashwillow Songbringer, have come to entertain you with a song."

Before you stands a human man with long, dark brown hair pulled back with a leather thong, finely-chiseled tanned features, and mellow brown eyes. His clothing tends toward green and brown shades, and he is brandishing a lute.

"After hearing about the valor of these heroes," the man continues, "I have composed a song about their deeds. Allow me to share it with you."

The feast-goers all murmur their agreement, and Lord Mayor Karanga stands up and lifts his tankard to the bard. "By all means, Songbringer, grace us with your music!"

Songbringer begins a ballad detailing the feats of the heroes, which causes everyone listening to become utterly silent. Once the last note of the song dies away, all of those listening gain a strange sense of peace and a new resolve to combat any forces of Chaos that may descend upon them. Additionally, the food and drink for the evening, which was originally fairly limited due to the poor weather conditions, keeps coming throughout the rest of that evening, allowing everyone in Maelgoth to eat and drink well. Heroes may start wondering if a god, possibly Branchala, blessed the evening, but allow them to wonder! Once the song is over and he leaves to get a tankard of ale for himself, Songbringer cannot be found anywhere.

Once the evening's celebrations are over, the heroes can notice the pall of smoke that still hangs over the Vingaard Mountains. Undoubtedly, creatures of Chaos still wreak their havoc across Krynn. The battle may be won, but the war has yet to be decided. Heroes and characters alike should all be confronted with the prospects of trying to survive in a world that is still going mad. Some possible adventure options include the following:

- ◆ News of another Ansalonian city or town in need of assistance reaches the hero via one of the local wizards. That wizard asks the heroes for their aid and then promptly teleports with them to the appropriate area. Of course, this means that the dragons are left behind. The problem in question can be aiding the local guards in fighting off various Chaos creatures, making the town more defensible against the



impending threat of Chaos, or simply aiding the wizard's colleague in finding more sources of blessed or magical weapons so that defenders can better attack these creatures.

- ◆ A silver dragon emissary finds the heroes and tells them that she wishes for the dragons and their riders to join the battle that will be occurring shortly in the Chaos Rift. Dungeon Masters are encouraged to use *Dragons of Summer Flame* to come up with how that battle plays out. Of course, those who go to fight Chaos do not necessarily come back. It is entirely up to the Dungeon Master to end this age however he or she wants, though.

how long, a shimmering being enters your field of vision. "You have failed to stop this minion of Chaos. Know this: Its presence in Ansalon has a limited duration, though it will come again later. The suffering and death that it has caused shall be seen again, though perhaps not for a long span of time. However, as a thing of Chaos, one never knows these things for certain."

Dungeon Masters are encouraged to add a few more words that are suitable for the deity speaking. Paladine might send them to their eternal rest with a few gentle words, while Takhisis is not so kind. (In fact, if the Dungeon Master wants something unpredictable to happen, she could even reincarnate the heroes into another form of the Dungeon Master's choice.)

This vision should be faint as the presence of the gods itself is fading from Krynn even as this occurs. If the heroes were wounded badly enough to leave the Chaos Cloud, it continues its assault on Maelgoth (if it still has a few days left to go) and then heads northeast toward Kalaman. The Dungeon Master can give the heroes another chance to attack the Daemon-lord, but once it reaches Kalaman, it doesn't stay. Instead, it heads directly north and is seen only by seafarers after that. The Dungeon Master should feel free to use the Chaos Cloud in adventures set in later times.

IF THE HEROES DON'T SUCCEED

Depending on what happens, the Dungeon Master can adapt the following boxed text as needed for each specific hero. One suggestion to make each vision more personal is to choose the god most appropriate for the hero, so Solamnic Knights might see Paladine or Habbakuk, while Dark Knights would most certainly see Takhisis:

Though you have tried valiantly to defeat the Evil Daemonlord, your efforts have fallen short. Sometime after you die, though you know not



APPENDIX: NEW MONSTERS

Cedar Spawn

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d6
ARMOR CLASS:	2 (trunk), 4 (branches)
MOVEMENT:	9
HIT DICE:	6+6
THAC0:	15
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8 ($\times 6$)
SPECIAL ATTACKS:	Entangle, incinerate
SPECIAL DEFENSES:	+1 or better weapons needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (12–20' tall)
MORALE:	Fanatic (17)
XP VALUE:	4,000

➲ **Cedar Spawn:** Monster. Co 5, Ph 24, In 3, Es 9, Dmg +24, Def -4, also entangle, immune to normal weapons, and pyromancy.

Cedar spawn are trees animated by the power of Chaos into dangerous creatures. Their favored form is that of a dried, brittle-looking evergreen, though they can be created from virtually any kind of tree that is of sufficient size.

Combat: Cedar spawn attack enemies in all directions. Each attack is the lash of a branch, which is a whiplike slash that can inflict deep and painful wounds. Though a cedar spawn can attack up to six times in a round (*multiple attacks are reflected in one attack in the combat exchange*), it can attack a single foe (or a group of enemies in a single direction) only three times. The other attacks must be directed at a different target or targets on the other side of the cedar spawn (*this doesn't apply to SAGA cedar spawn*).

If a cedar spawn attacks with a roll of 16–20 (*victim fails to dodge counterattack by more than 4 result points*), that branch has a chance of wrapping around the victim, thus entangling him or her. The tree does not have to hit for this to take effect. The hero thus struck must make a saving throw vs. breath weapon to escape the entanglement (*a successful challenging Agility action*), but failure means that the branch has firmly clasped a waist, torso, or leg.

Each of the spawn's attacking branches has 12 hit points (*Physique of 6*). If the entangling branch is struck for 12 or more points of damage (*attackers*



inflict enough damage points to bring it to a *Physique of 0*), it is severed. However, damage inflicted against individual branches does not count toward the overall hit points (*Physique points*) of the cedar spawn itself—the trees "main" hit points are lost only by blows against the trunk itself.

Habitat/Society: Though cedar spawn have no way to see, hear, or smell, they can still pick out their foes quite easily. They consider anything living to be a foe, and they automatically attack living creatures once the creatures come within range of their branches. Unless set to a certain task, the cedar spawn can move to close with a foe. Additionally, though cedar spawn look like dead trees, they do not use the same resources as normal trees to provide themselves with sustenance.

Ecology: Because of the brittle and dried nature of these trees, they are tremendously susceptible to fire. Any flaming attack instantly incinerates a cedar spawn. This fire is so hot that any creature within 20 feet (*near missile range*) of the tree suffers 4d6 points of fire damage (*draw two Fate Cards*); a successful saving throw vs. breath weapons (*a challenging Endurance action*) can reduce this damage to half. Furthermore, any other cedar spawn within 20 feet (*near missile range*) of an incinerated tree also goes up in flames on the subsequent round. This secondary incineration inflicts damage just as the primary, and the ignition can continue through an unlimited chain reaction as long as more cedar spawn are in range.

Daemonlord

CLIMATE/TERRAIN:	Abyss (Krynn)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18)
TREASURE:	W
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12, Fl 30 (B)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/3d10
SPECIAL ATTACKS:	Paralyze with gaze, deafen with roar, lightning 6/day
SPECIAL DEFENSES:	+2 or better weapons needed to hit, invulnerable to any creature except those witnessing its creation
MAGIC RESISTANCE:	50%
SIZE:	L (12' tall)
MORALE:	Fearless (20)
XP VALUE:	21,000

➲ **Daemonlord:** Monster. Co 15, Ph 45, In 9, Es 10, Dmg +25, Def -6, also electromancy, paralyze (gaze), silence, summoning, immune to normal weapons, and resistant to magic.

The Daemonlord is a being of pure chaos summoned from the depths of the Abyss and unleashed upon Krynn to increase the suffering of the helpless world. It is drawn from its own plane by an Evil ritual requiring the blood sacrifice of unwilling victims and the active participation—and subsequent demise—of at least a half dozen daemon warriors..

Combat: In battle, the Daemonlord gleefully employs all of its power to smash its enemies. Since it relishes pain, it makes a point in a given battle of attacking those foes who have not yet been wounded. Only when all of its victims have been smashed and battered does it begin finishing them off. It often enjoys toying with victims, and it frequently summons or creates creatures for the pleasure it derives from watching these minions battle.

Striking with its two clawed hands, the Daemonlord can administer crushing blows to either side or to the front. Its arms are long and supple, so it can strike at victims up to 10 feet away. The fanged maw of the monster is its most



horrible weapon. It rends and bites savagely, ripping out pieces of flesh whenever it can do so.

On a round when the creature does not bite, it utters its horrible roar. The bellow of the Daemonlord is an unearthly sound that violently assaults the senses of those in a cone-shaped area 100 feet long, with a 5-foot-wide base that expands to 50 feet at its farthest point. Heroes within that area of effect can make saving throws vs. breath weapons (a challenging Endurance action); failure means that they have been deafened for 2d6 turns (draw one Fate Card and add 2). Heroes more than 50 feet away from the Daemonlord gain a +2 benefit to their saving throws (actions).

If the monster neither bites nor roars during a given round, it tries to transfix a victim by means of his horrifying gaze. A hero who meets the gaze of the monster must make a saving throw vs. spell (a challenging Spirit action). Failure means that the victim is paralyzed for 2d6 rounds (draw two Fate Cards and add 2). It can also hurl lightning bolts six times per day (12d6 damage each).

Habitat/Society: The Daemonlord exists only for the pleasure of killing and destroying. It relishes the slow deaths of as many victims as it can claim, though it kills quickly and efficiently when necessary. It delights in destroying great works of civilization, and devotes time and energy in the creation of new means of destruction.





Ecology: The Daemonlord can call upon the presence of pollution, rendering smoke and other noxious gases into a great skyship—the Chaos Cloud. From this lofty craft, it roams the world at will, raining death and destruction on whatever hapless victims fall beneath its dire shadow.

With its ability to summon other beings of Chaos, the Daemonlord can send agents in many directions to work its foul will. Once per turn, it can bring into existence 3d8 sand spawn {draw two Fate Cards and add 4}, 3d6 cedar spawn {draw two Fate Cards}, or 4d10 scavenger spawn {draw four Fate Cards}. These minions can only be summoned, however, if the appropriate raw materials are present—sand, forest, or corpses, respectively.

The Daemonlord can perform this summoning either by bringing the Chaos creatures into being in his direct vicinity (within 300 feet), or by launching a Chaos meteor. These flaming projectiles can fly up to five miles before impacting. The round after the meteor impacts, the summoned Chaos creatures emerge from the fiery explosion.

Alternatively, on any given turn {ten minute period}, the Daemonlord can call into being 1d8 creatures of chaotic evil alignment {draw one Fate Card}, though any one band of these beasts cannot exceed 16 HD total {48 Physique}. These creatures are a kind of illusion—that is, they are not called from any other place, but are created out of pure chaos. Each band thus created exists for 1d4 turns {draw one Fate Card, divide by two, and multiply by ten to determine how many minutes} and serves the Daemonlord with fanatical morale during that time.

Sand Spawn

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6)
TREASURE:	R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d8
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	<i>Cause blindness</i>
SPECIAL DEFENSES:	+1 or better weapons needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (18)
XP VALUE:	975

◆ **Sand Spawn:** Monster. Co 8, Ph 15, In 3, Es 9, Dmg +6, Def -4, also blind and immune to normal weapons.

Sand spawn can be raised by the power of the Daemonlord, either in his direct presence or by the use of his Chaos meteors. They resemble small tornadoes, with a top that is about 3 feet in diameter and which tapers to a narrow bottom. They remain in contact with the ground as they sweep rapidly along.

Combat: Sand spawn spread out to attack so that every one of these Chaos creatures can get in on the action. If possible, they encircle their enemies, or at least try to come at the foe from two or three different directions.

Sand spawn attack with a lashing tendril of sand, which is a whiplike strand that can slice flesh and inflict deep, painful wounds. In addition, the blast of sand associated with the presence of these swirling monsters can cause a stinging blast in the victim's eyes that results in temporary blindness. Any time a sand spawn attacks the front of a hero, and the "to hit" die roll is 16 or better (*victim fails to dodge counterattack by more than 4 result points*), the hero might be blinded. The victim can roll a saving throw vs. breath weapons (*attempt a challenging Endurance action*), with success meaning that the blindness is avoided. If the saving throw fails, however, the hero's eyes are clogged with sand, and he or she cannot see for 1d6+1 rounds (*draw a Fate Card to determine minutes blinded*). The duration of the blindness can be short-



ened in that any victim who spends a round rinsing his face with water (or immersing it) can wash away the sand and can see in the next round.

Habitat/Society: Sand spawn must be created on a surface of sand; however, once created, they can move across any other type of surface, so long as it is dry. Sand spawn lose 1 hit point per round spent over marshy or wet ground (*one point of Physique every five minutes*), and are instantly destroyed if they move over open water. Once created, a band of sand spawn survives for 2d10+20 hours (*draw two Fate Cards and add 20 to determine hours*). All the spawn in a single group last for the same amount of time; when their life span is up, the winds simply fade and the sand that formed them settles to the ground.

Ecology: Sand spawn are mindlessly destructive, although they possess a kind of cunning that allows them to try and encircle their enemies, or to move at an angle so as to cut off their victims' retreat.



Scavenger Spawn

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4d10
ARMOR CLASS:	5
MOVEMENT:	6, Fl 21 (B)
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d8/1d8/1d6 or 1d6 <i>Slow</i>
SPECIAL ATTACKS:	+1 or better weapons needed to hit
SPECIAL DEFENSES:	
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall, 10' wingspan)
MORALE:	Elite (14)
XP VALUE:	975

Scavenger Spawn: Monster. Co 11, Ph 16, In 4, Es 7, Dmg +11, Def -3, also fly, slow, and immune to normal weapons.

Scavenger spawn are grotesque, bony beasts resembling a cross between a human skeleton and a vulture. The power of the Daemonlord generates and animates them from corpses. With their wide, black wings, those watching from a distance can easily mistake them for vultures. Only when they are carefully scrutinized, or when they soar in to attack, is their true nature revealed. Bony skulls form the faces of these hideous creatures, while their cruel talons are made of hooked claws of razor-sharp bone.

Combat: When airborne, scavenger spawn can fight with their powerful claws, inflicting 1d8 points of damage per hit. Their grotesque, fanged mouths can inflict 1d6 points of damage. (*Use the damage point total listed in the SAGA description.*) Furthermore, any victim bitten by one of these horrors must make a saving throw vs. spell (*successful challenging Spirit action*). Failure means that the hero is *slowed* for 1d6 turns (*draw one Fate Card and multiply by ten to determine how many combat exchanges the victim is slowed*). Unlike most other types of *slow* attacks, this effect is cumulative, so a second bite and failed saving throw means that the hero's movement and attacks are reduced to 1/4 normal (*first bite inflicts a +2 penalty on combat maneuvers, second bite gains a +4 penalty to combat maneuvers, and so on*). This can continue until the victim is virtually par-



alyzed, at which point the spawn gleefully gather around for a grisly repast—while the horrified victim is still alive.

However, the effects of a single *haste* spell (or a successful *dispel magic*) can negate all the accumulated slowing of multiple scavenger spawn wounds. A hero who has been enchanted with *haste* is immune to further slowing for the duration of the effect of the spell. Although the hero does not get double movement and attacks, at least he or she can function normally.

Habitat/Society: Scavenger spawn are one of the few spawn types created by the Daemonlord that actually eat. However, they take great pains to work their victims over slowly before they actually start eating. Additionally, they are quite willing to share the experience with other scavenger spawn, so no infighting for food ever breaks out among these creatures.

Ecology: With their exceptionally keen eyesight, scavenger spawn can spot human-sized objects as far as two or three miles away. They can soar tirelessly in the air and tend to congregate in flocks numbering several dozen.

For four to eight characters of levels 7-10

CHAOS SPAWN

DOUGLAS NILES

*"I dreamt that as the skies blackened with the onslaught of Chaos,
a dark lord emerged from the Abyss."*

*-Comment overheard in a temple in Palanthas,
383AC (Anonymous)*



In the heat of an unnaturally warm summer, the Knights of Takhisis conquer nearly every inch of Ansalon, even the glorious city of Palanthas. Mere days later a messenger arrives in Palanthas bearing a dire missive: Something wiped out the Knights posted at the Tower of the High Clerist and now cuts a swath of destruction across the countryside!

Chaos Spawn pits your heroes against one of Chaos's strongest minions: the Daemonlord. They must race against time to save the city of Maelgoth and its citizens from a terrible fate at the hands of this spawn of Chaos. If it razes Maelgoth, the Lord of Daemons may grow too powerful for anyone to stop—your heroes are Ansalon's last best hope!

Chaos Spawn uses the AD&D® game rules and provides information suitable for running the adventure using the SAGA® rules as well. This adventure and its companion, *Seeds of Chaos*, detail the epic battles of the Chaos War, described in the novel *Dragons of Summer Flame* by Margaret Weis and Tracy Hickman.

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